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Riddle school transfer 2

ENIGMA 2 walkthrough transfer for Jonochrome (JonBro) * I recommend using this walkthrough only if you need it. WALKTHROUGH ---Click through the opening dialog until you reach the portal room. PORTAL ROOM Click on the purple power box on the left. Use the Power Room key card in the access card slot. Come back with the red arrow. Click on the green circuit box. In the first column, click the bottom arrow twice. In the second column, click the bottom arrow once. In the third column, click the top arrow twice. The fourth column can be left unchanged. In the fifth column, click the top arrow once. Come back with the red arrow. (if you want password tips on the monitor before proceeding: 1. The paper snippet on the right is where the password is. 2. Watch woof carefully. 3. Do these letters look like something? 4. Try to think about it from a different angle.) Click the monitor on the right. Entry 4003 and click the check button. The buttons - and + change the pLatitude and pLongitude to 5. The buttons -- and ++ change the pLatitude and pLongitude to 6. The 0 buttons reset them each to 0. Your goal is to get the numbers to match latitude and longitude. Press the pLatitude ++ button four times. Press the pLatitude + three times button. Press the pLongitude button - twelve times. Press the pLongitude button - once. Click Enable, and then return with the red arrow. Click on the portal and continue through the Clip cuts scene dialog. SCHOOL Click on the trash can to get a stained paper bag. Talk to Phred to get a green backpack. Combine the backpack with the paper bag to make a Phil Eggtree bait. Use the bait on Phil. Get out of the room. In the hallway, click the box office directly to the right of the fountain. Take the math book from within. To the left, then to Mr. Kahm's room. In Mr. Kahm's room, he grabs the chewing gum stuck at the bottom of the top desk. Talk to Richy if he wants to, then leave the room. Head twice to the right and then to the concierge's closet. Grab the bucket. Go back to the hallway. Walk to the right a screen and then enter the men's room. Grab the hand soap. Leave the bathroom. Go right one more screen, then to the women's room. Click through the Clip cuts scene dialog. Use hand soap on the gumball machine. Grab a rubber ball. Leave the room. Move to the right one more screen, where you will find a laser wall. (Tips for overcoming red lasers: 1. Read the red sign on the right. The weapon will fire any human DNA detected by red lasers. 2. Note that the reds and the gun are connected to the same power supply. 3. What element in your inventory is covered with human DNA?) To overcome lasers, use chewing gum in the electric box. Look at the brief hack scene, then go right. Talk to Chubb. When you come up with options, choose Maybe I could scooch a little? Chubb will give you a dollar during their conversation. Click On See you round by your talk. Give Chubb the gumball to open access to the teacher's lounge. Move to the right a screen and enter the cafeteria. There is a coffee centre at the table. Get out of the café. A screen on the left, enter the teacher's lounge. Show night wit the very long division book. As he gets distracted, nab his eye drops. Leave the teacher's lounge. Go back to the far left of the hallway. Go into Mr. Kahm's classroom and give Richy the dollar. Richy will give you an Elmo glue stick. Leave the room. On the second screen of the aisle further left, use the bucket of water in the water source. Go up to Miss Cophey's room and use the bucket of water in Zack. After the set design, combine the bucket of hot water with the coffee gardens. Give Miss Cophey your fresh coffee. Cutting scenes. Use industrial eye droppers on Miss Cophey. Combine hand soap and sawn-eyed droppers. Combine the glue stick with the open-eyed droppers of soap-filled sawn-off. Now you have a soap-filled eye dropper. Get out of the classroom. Move five screens to the right and go up to the teacher's lounge. Put the soap-filled eye droppers on the cloth conveniently located. Talk to Nit Wit. Say: Yes, your intellect is truly superior. Say hello to Nit Wit once again. Tell me: Is your eye feeling dry right now? Enjoy the cutting scene and enter the principal's office. MAIN OFFICE There is no consequence of wrong answers during the questionnaire. In question 1, answers A or B will advance the scene. In questions 2 and 3, any answer works. In question 4, answer B advances the scene. The cutbacks scene continues for a while longer, and then meets the ultimate challenge. QUIZ BOAT CLICK on the red arrow to see the back of the room. Click on any of the compartments on the left for a puzzle. Red Compartment Click on the middle seven hexagons once each, then the central hexagon for the second time. Return. Green Compartment Click on the outer circle eight times. Click the second outer circle four times. Click the third outer circle nine times. Click on the center circle eight times. Return. Blue Compartment Click the arrows in this order: 1. Left side, middle button 2. bottom side, center button 3. left side, top button 4. left side, center button 5. top right, right button 6. left side, bottom button Go back. Click the keyboard panel on the right. The flashing escape pod sign is your clue to this puzzle. Enter EACCA and press Enter. Grab the key and come back. Click on the red arrow to see the front of the boat. Click the front panel. Use key in the keyboard hole. Enjoy the end. That's it! Thank you for playing in the Enigma School series. It's been a wild ride. We are Rusty Lake: Rusty Lake is both the name of our indie game studio and the epic and surreal world we have created. Become part of the mysterious adventures of Rusty Lake! Read more This tale requer or Flash Player plugin to coat. shelter. modernos removerão o suporte para Flash em Dezembro de 2020. Sugerimos that you do or download do Browser Y8 to continue approving this story.. Riddle Transfer 2 is a flash game made by JonBro (Jonochrome). It's the sequel to Riddle Transfer 1.The Flash Game was released at Newgrounds on the 10th anniversary of the Riddle School Series (May 25, 2016), and is the last game in the series. Content[show] Plot The game begins with a cutting scene where the main characters are being chased into the sewers by guards in Zone 5.1. Then they hide in a room where the guards can't get in. Phil finds a portal and solves puzzles in order to activate it and establish the location at Enigma Elementary School. They teleport to this location and then Ms. Cophey questions why they were absent the last few days, in which they answer the truth that they were kidnapped, but Ms. Cophey thought it was an excuse, and since they were not present in recent days, she decides to allow the class to do its job while canceling a questionnaire scheduled for the week they are. However, a voice claims that there will be a questionnaire, and cleverly enough, the last foreigner of the alien trio, Quiz introduced himself to class and proclaimed himself the new principal of Enigma Elementary School. He and his minions set traps, weapons and scanners to prevent them from leaving. However, Phil creates a bait through a backpack and paper bag found in the classroom. The bait tricks Phil's scanner, allowing Phil to escape the classroom, without objection from Miss Cophey. Once Phil is out of the classroom, he wanders around the school to get items and finally makes his way to the Teacher's Hall, which is the RS1 box office. Using a soap-filled eye drop to get past the alien guard blocking the Principal's Office, he confronts Quiz to ask him, causing Quiz to get angry and agree with him to release the Elementary Enigma students from their traps, and end the Vizion Project. -- However, it was later revealed that Diz, the alien who helped the main characters escape Viz and return to Earth, was determined to continue Viz's planned plans all along, even taking another step towards trying to freeze any civilizations he might encounter. Quiz and Phil fly a ferry to Diz's boat, but before he leaves, Phil apologizes to Smiley for teasing her in the past and tells her she has a beautiful smile. That leaves Smiley stunned as Phil and Quiz head to Diz's location. In space, Phil and Quiz were placed in front of the Vizion ship. However, Phil realized that there are no weapons on board the Questionnaire ship. However to solve some puzzles hinted at by the faces of the three aliens and a neon sign, Phil found a key. The key was placed in its rightful place, but reveals a self-destruct button. Phil was surprised. Before him To his surprise, Quiz puts the ferry on self-destruction and decides to enter the Vizion ship to prevent project Vizion from succeeding. However, there was only one escape capsule on the ferry, and the escape capsule can only fit one person/alien. Quiz told Phil to enter the escape capsule and safely return his friends to Earth. When Phil left the ship, Quiz collides with his ship with the Vizion ship, causing a massive explosion that can be seen from Earth. A few seconds after the explosion, Phil landed safely on Earth. As Phred and Zack raised their hands and gave a thumbs up, respectively, Smiley runs up to Phil and they both embrace each other, resulting in Phil smiling. As the credits unfold, Phil and Smiley's life as intended partners developed through the transitions of a photo album. Walkthrough Click on the monitor. Enter code 4003. In pLatitude, click ++ 4 times and + 3 times. In pLongitude, click -- 2 times and -- 13 times. Then click activate. Click on the power box. Use the Power Room key card in the slot. Exit the power box and click on the circuit box. Click the down button on the first, down button once in the second, up button twice on the third one, and up button once in the fifth. Exit the circuit box and click on the portal. Click on the trash can and talk to Phred. Combine the backpack and paper bag. Use the Phil Eggtree bait in Phil. Leave the room and go straight to the Janitor's closet. Pick up the bucket and leave the room. Go left and open the locker with 2 vents. Get the math book and use the bucket on tap. Go left to Mr. Kahm's class and click on the gum of the table next to Richy. Go right three times and enter the men's bathroom. Get the hand soap. Get out of the men's bathroom and go right and get into the women's bathroom. In the cave, use hand soap on the gumball machine. Get a rubber ball, then leave the room. Go right and use the used chewing gum in the electric box. Go right and talk to Chubb Munch. Ask him maybe you could spit a little?. He'll give you a dollar. Use the rubber ball on it. Go right and to the café. Get the coffee gardens. Leave the room. Go left to the teacher's lounge. Use the math book on the alien guard and steal your eye-dropping vial. Leave the room. Go totally left to Mr. Kahm's class. Use richy dollar. He leaves the room and returns to Ms. Cophey's class. Use the bucket of water in Zack, then the bucket of boiling water with the coffee fields. Give Mrs Cophey coffee. Use Mrs. Cophey's vial, then combine the hand soap with the vial. Then combine the vial with glue. Go back to the teacher's lounge and put the eye drops on? on the fabric conveniently located. Now take the book from abroad. Ask abroad Your eyes feel dry right now?, the alien will come out. Go to the office. The following is a quiz, and then the hack settings. In the Viz puzzle, click all buttons buttons for distant side buttons and medium twice. In the Diz puzzle, click on the outer piece 8 times, the second outer piece 4 times, the second piece inside 9 times and the inner piece 8 times. In the quiz puzzle, (uppercase letters indicate which arrow, e.g. NL means north left button) EU, NM, EU, EM, NL, ED, SL, WD, SL, NM, WM, SL, NM, EU, ED, NM, WD, SM, WU, NM, EU, SM, WU. In the letter puzzle, type EACCA into it to get a key. Once all the puzzles are over. Insert a key into a keyhole on the left front of your seat and a self-destruct button will appear. All of the following will be hack settings.} Credits In the special credits, youtuber names, online celebrities and a group of playmakers are placed there, which are listed below in order: TheDiamondMinecart,Jacksepticeye,CinnamonToastKen,RiskRim,ScottCawthon,TelltaleGames The credits show Phil's life from now on, which is the photo album. He stays with his friends, high school graduates, dates Smiley, and eventually proposes to him. The final image is of an aging Phil and Smiley looking happy together. Scrapped Content Version 1 of the first JonBro/Jonochrome room was leaked in RT's commentary and a post in Newgrounds. He revealed that it would originally be the characters swimming through the sewers, but scrapped it because of the idea that it would best suit a Zelda game, but had the idea that the game would end with a mutated alligator being killed by a toaster. Your second idea was Diz is caught again and you should help him escape, but in the end he captured by the leader of the facility. The only good idea I apparently had was a puzzle with the response of 'woof', which was added to the current game. Trivia This is the only game in the series where you start holding an item: RT1's The Power Room Keycard. This is the only game in the series where the output function is working. One of the beta-testers in this game was PuffballsUnited, the creator of the Henry Stickmin Series. The puzzle not used at first was word Woof on the wall. since it was replaced by the use of paper instead

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