


The room 3 endings guide

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Room ThreeDeveloper (s)Fireproof GamesPublisher (s)Fireproof GamesSeriesThe RoomEngineUnityPlatform (s)Android, iOS, Microsoft WindowsReleaseOSWW: November 4, 2015AndroidWW: 11 January 2016Microsoft WindowsWW: 13 November 2018Genre (s)PuzzleMode (s)One-game Room Three - this puzzle game developed by Fireproof Games. It was released for iOS in November 2015, Android in January 2016 and Microsoft Windows in November 2018. Gameplay The Room Three, like its predecessors, is an escape from the room game where, solving puzzle boxes and other similar puzzles, the player reveals new secrets and puzzles to the completion of the game. The game is presented in a first-person, three-dimensional look that allows the player to view the rooms from the spot, or turn their gaze around the puzzle box or similar object. Objects can be interacted with, such as pressing buttons, inserting and turning keys, or sliding sections around. Items can be collected and studied from the player's inventory, many of which include manipulating that object to reveal secret cameras or the like. As in previous games, The Room Three also has some puzzles made from the classic Null element that can bend reality. The player-character has a special eyepiece that he can wear to see through Null, revealing hidden clues or puzzle pieces. Room three introduces an additional lens for this eyepiece, which allows the character player to manipulate objects in small spaces such as a keyhole. Number three is built around the central hub of the area and with four main areas that are accessible through it. There are additional puzzles scattered in the center that can be solved to reach one of the alternative endings of the game. The plot continues after the event number two, the player-character escaped from the A.S. home before he was absorbed by the face of Null. The diary, written by the main character, indicates that he is haunted by the events of the second room, and he tried to find answers through the Royal Institute. The magazine also states that he found some clue that guides him to a strange island. He goes by train to go to the island. A strange box appears in its passenger compartment when the train passes through the tunnel, inside which opens a pyramid with strange etchings. When the train passes through the next tunnel, the player-character is mysteriously transported to Grey Hill, an island estate several directions from the English coast to the English Channel. A series of notes inform the character that he was brought here by Craftsman, who also claims credit to creating puzzles that were in previous games, and impressed by the character's ability to resist Null. He wants to free Null with the help of the player's character, and commits collect four more Null Shards, just as pyramid he collected in a train that will help him get the artisan key and open the exit from the Grey Hill. The game consists of four different endings. If the player only ends up collecting the artisan key, he directs his character to the Grey Hill tower, opening the exit back to the train with the key. However, once on board the train, he finds a new note from the artisan, which shows that it was a ploy, and that his soul will be trapped forever. The camera pulls back to reveal the train will run on the tracks in an endless maze within the globe in Grey Hill (Prisoner Ending). If the player solves additional puzzles in Grey Holm, a mechanical clairvoyant called Mystical Maggie helps the player by showing that the artisan intends to use the player's soul as a sacrifice for the Null element; Additional notes show Maggie was a man once and also was lured by an artisan in Grey Hill. Interacting with Maggie gives additional hints for more devices such as the artisan key. Depending on how the player uses these devices along with the artisan key on the puzzle tower, the player-character can either escape Grey Hill and watch him destroy Null's face (Escape), avoid Grey Hill and watch Null's faces be released into the world (Liberation), or get teleported to the giant temples on a planet he explored remotely earlier in the game (Lost). Admission AdmissionSagition scoreAggregatorScoreMetacritic90/100 5'Review scorePublicationScoreTouchArcade,' The Room Three has received critical acclaim, with Metacritic giving Metascore 90 out of 100 based on 14 critics, and a reviewer from Hardcore Gamer giving an account of 4 out of 5. The game received a score of 9.0/10 from IGN, 5/5 from TouchArcade, and 8/10 from Game Informer. She was awarded the Pocket Gamer Gold Award. She later won the iOS Game of the Year in Pocket Gamer Awards 2016. The game was listed among the top 60 educational apps from Tutora. He was a finalist in the Best 3D Visual Effects and Best Mobile Game awards at the Unity Awards 2016. The game was nominated for a BAFTA award. Sequel Fireproof Games released a sequel called The Room: Old Sins. It was released on iOS on January 15, 2018 and on Android on April 19, 2018. Links to Fire-resistant Games on Twitter. Twitter. Received on March 5, 2017. Totilo, Stephen. Nine minutes out of Room 3, a great new puzzle game that is better intact. Kotaku. Received on March 5, 2017. Room three for Android OUT now! • fireproof games Official Blog. Tarason, Dominic (October 24, 2018). Room three polishes and puzzles from the release date nov. A stone paper shotgun. Received on October 24, 2018. a b Room 3 for iPhone/iPad Reviews. Metacritics. CBS Interactive. Received on March 5, 2017. a b Musgrave, Sean (November 5, 2015). Room three - My, how you grew up. TouchArcade. Received on July 3, 2018. Review: Room 3 hardcore Gamer. Received on March 5, 2017. Review number three. Ign. - Room three - bending, spinning, and twisting the mind. Game Informer. Room three - Another grim masterpiece. Pocket gamer. Pocket Gamer Awards 2016. Pocket gamer. 60 Awesome Educational Apps. tutorful.co.uk. - Unity Awards 2016. Unity. Mobile and portable games in 2016. Bafta. 'Room: Old Sins' launches January 25 on the App Store, Android release shortly after. toucharcade.com October 30, 2017. Received on April 21, 2018. 'Room: Old Sins' set for release on Android April 19. androidpolice.com March 9, 2018. Received on April 21, 2018. Received from a detailed step-by-step guide to find hidden artifacts and unlock each end in room three. This guide works in the assumption that you have completed the game at least once. In your inventory you should have at least a screwdriver and an artisan key. You may have other items that will later be used to find hidden artifacts needed to unlock alternative endings. To unlock alternative endings, you first have to find two hidden Mysterious artifacts. The puzzles to find these artifacts cover several rooms connected to the central chamber in the game. This guide has detailed sections on how to get artifacts. The items in the Mysterious Artifact sections of this guide are listed in the order you should find and use them, although you may find some items earlier. Most of them will disappear from your inventory after you use them to find the next item until eventually you have one of the artifacts. The good news is that you don't have to replay the entire game several times to unlock each of the four endings. The game saves the state of your inventory from just before you enter the final puzzle (through the dark tentacles of the doorway). This means that you can collect both artifacts, complete the game, and simply remake the last puzzle room a few more times by clicking on the Change Your Destiny option from the main menu (only appears after you last finished the ending). Items to be found: Crystal #1: Crystal #2: Mysterious artifact (star-shaped). Crystal #1 go to the office (this is a doorway with a curtain from the central chamber). There's a clock at the wall at Grandpa's desk. The puzzle only includes a watch and you will get the crystal when you complete it. Solution to the clock puzzle: Look at the face of the watch and put on the eyepiece. Wait until the minute hand reaches a quarter of an hour, as the clock will chime and The switch will appear under the face of the watch. When the switch slips, the lower part of the watch opens. Use your eyepiece on the pendulum. Slide Slide the rods over the pendulum to the rooms you have seen through the eyepiece. (4 1 2) Face the clock will open and you can get the crystal. The crystal #2 go to the tower, which is through the elevator in the library. On the side of the room with a generator (the furthest from the stairs you just climbed), there is a golden ball on the railings in the center of the room. Turn the ball so that the lamp swayed and crashed into the railing, where the old safe is on the other side of the room. The safe will fall. (The ball will be a little hard to turn on at first, I thought it didn't work for a few seconds.) Go back down from the library back to the central chamber. The safe will be open on the ground. Remove the crystal. Mysterious artifact (star-shaped) Go to the green room (two doors to the right of the study, which is a doorway with a curtain from the central chamber). Attach the two crystals you found to the device on the table opposite the generator. (The device should already have one purple crystal.) The latch will release, and now you can move the handle on the device to the left. The screen to the right of the crystal device will now be illuminated. Just use the buttons to keep an eye on the arrow on the edge of the screen and you will find the first mysterious artifact. Items that can be found: Small mechanism pen marker #1 Crank Wheel Cross shaped key marker #2 Crank Pen Metal Object Wax token #3 Metal Marker Device Key #4 Mysterious Artifact (Octagonal Shaped) Small Mechanism Go to the Fortuner Window on the ground floor of the library (room left from the study, study time doorway). Under the window with a fortune teller, there is a coin slot that can be pulled out. Get a small mechanism. Examine it in your inventory, it can be turned into a key. Handle Take the key to the small mechanism and go to the office (suspended room from the central chamber). Use it to unlock the top right drawer of the table. The box has a false bottom, look at the left side of the exterior. There is a yellow switch, slide it to slide back the false bottom of the box. Get the pen out. The token #1 use the handle on the drawer on the left side of the table. There is a switch on the right side of the interior of the drawer. Slide it, and solve a sequence of puzzles (just slip things around) until the marker pops out. Crank Wheel Take the token from the table and return to the fortune teller in the library. Put the token in the coin slot and take out the crank wheel. Cross-shaped key Take the cranked hall to the room opposite the library. (From the central chamber it seems that there is a gate in this room.) Put the crank wheel on the lock at the gate. Go and solve the mathematical puzzle on the right. (Pull the levers to see the boxes where you have to solve the mathematical equations. will start from the bottom up. The solution is below.) Make sure to push the drawers back with levers after solving mathematical problems. Move the sliders to the right place so that the Library is illuminated. Go to the library and you'll hear a ringing call. Answer your phone next to the phonograph on the first floor of the library. Extracting the key in the shape of a cross. Solution for each mathematical box, bottom up: Left drawer: 8 and 4 and 5; Average box: 7 and 4 and 3; Right box: 2 x 5 and 4 x 12 - 5 and 9. The token #2 to return to the room with a mathematical puzzle (the room opposite the library in the central chamber, past the gate). Use a cruciate key on a box with six boxes in the left corner of the room. The keyhole is at the top of the box. Turn the key. Follow the animation and open the boxes in the same order (top left, bottom left, middle top, middle bottom). Remove the marker. Crank Handle Take the token back to the fortune teller in the library and insert it into the coin slot. Take the handle handle. You won't use this yet for the next few items. A metal object will climb the stairs of the fortune teller library and notice that there is a table with two posters. If you look at the bottom of the posters from the side, you will see that they are on the book as dodgy with some handles on the sides. Lift the left handle and the metal object (in the shape of a box) will be underneath it. The wax cylinder takes the metal object to the green room (three doors to the left of the library), using a crystalline device. You will see a wooden box to the left of the crystals with a small protruding stand. Put the metal object on the stand and watch it go in. using an eyepiece, turn the metal object into a ball shape. Go back to the posters on the top floor of the library, and place the ball on the right side under the posters. Pull down dodgy. There's going to be an opera scene. Get through this. Watch the animation and get a wax cylinder. The token #3 Take the handle handle from the earlier to the green room and attach it to the base of the phonograph. The music will start. Dial the phone on 1795, which is the phone number next to another phonograph in the library. Go back to the phone at the library. Don't take it yet or you'll have to dial 1795 again from the green room. Look at the library phonographic animation and put a wax cylinder on it. Then pick up the tube and the song will be recorded on a wax cylinder. Take out the wax cylinder again, and walk up the library stairs back to the opera stage. Go through, and place the wax cylinder on the phonograph there. Remove the marker. Insert a token in the fortune teller coin slot. Remove the metal device. Key Go up the elevator from the first floor of the library, back to the tower. Look at the railings in the middle of the room where the safe used to sit. Exists Slot there, insert a metal device into it. Maneuver the screen until a key shape is formed to get the key. The #4 to return to the central chamber and walk through the doorway to the green room, but do not even enter the room with a phonograph and a crystal device. To the left of the doorway connected to the room with a crystalline device, there are several open bricks on the wall. Examine it and slide the brick. Enter the portal, and move the cylinders to form the shape of the keyhole. Go back outside the portal and go to the other side of the wall with an open brick. You will see a keyhole tree (which you have just formed) and a small box embedded in it. Insert the key here. Turn the key clockwise until it creaks. Go back to the other side of the wall and go through the portal again. Turn the metal rod to be horizontal, and watch one of the columns move. Get out of the portal and return to the other side of the wall. Now turn the key counterclockwise until it creaks. Return to the portal and again move the horizontal bar, watch the movement of another column. Go back to the other side of the wall again, and finally the little box pops out and you can get a marker. Mysterious artifact (octagonal shape) Return to the fortune teller in the library. Insert the marker into the coin slot and retrieve the mysterious artifact. Four endings can be completed in any order. Unlocking alternative endings revolves entirely around the use of two Mysterious Artifacts in the last puzzle room (through the dark tentacles of the doorway from the central chamber). For each of the endings, you first have to solve the final puzzle on the table. It's the same puzzle every time. Then, when the last doorway opens, two pillars will rise from the table. These two pillars correspond to the mysterious artifacts you found. For the end of THE JAIL, just get out of the last room, in the doorway of the trolley train, not placing any artifact on the pillars, and read the letter on the train table. You will get the box within A Box achievement. To end ESCAPED, place the octagonal artifact on the left pillar (left when it is facing the tombstone from the table). Solve the mini puzzle through the portal that appeared and then go back and press the button that was revealed on top of the artifact. The green light will shine from the artifact on the tombstone, and the last door will be a normal brown shade of wood, with tentacles coming out of it. Get through this. You will get the achievement of Freedom. To end RELEASED, place the star-studded mysterious artifact on the right side pillar (right, when it is facing the tombstone from the table). Solve the mini puzzle through the portal that appeared and then go back and click that was on top of a star-shaped artifact. Blue light should be from the artifact to the tombstone, and the last door will look wooden, tentacles, and a dark greenish shade of color. Go through the door and finish the game. You will discover the achievement of Liberation. To finish LOST, place the artifacts on their respective pillars and solve their mini puzzles. The button must now be identified on top of each of the artifacts, each of which includes a light beam (one green, one blue) to shine on the tombstone. If it is turned off, turn off the blue beam by pressing the button at the top of the star-shaped artifact. A small window will pop out to cover the light beam of the star-shaped artifact. Examine the window carefully and use a screwdriver on it, and slide the panel. Now turn on the green light and blue light for both artifacts, and exit the last door. The doorway should look like dirt, not various wooden doors. You will discover the achievement of Exile. Exile.

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