Hello neighbour act 3 basement guide

Next Tutorial Law 3: How to get a red key? The previous guide to Act 2 of Act 3 is the last chapter in Hello Neighbor. During this act, you get to explore the neighbor's house and fight in the final battle. You start this act in the apartment. Wait until you receive the letter. After reading and watching cutscene, you'll find yourself in a new place. Take the key to the trunk of the car and enter the green house. After another cutscene ends, pick up the phone. After watching the next cutscene you will regain full control of your character. First, enter the neighbor's house through the front door and go right along the hallway until you get up the stairs visible above. Go upstairs. Jump on the lamp visible above. Now, enter the room above. A moving image with a gunpoint opens a secret passage nearby. You can jump out of this place (in the same way you got here) or use the lever to open the grid. The secret passage shown earlier can be seen in the image above. Go ahead. The screenshots above show the rooms that you are required to pass through. Soon after, you will get to a room from which you can jump to another place. Before that, though, make a crow liking presented in the image above. At the moment you can't pick it up because it's hot, however, it cools down after a while. Now you can jump down. Take an umbrella that you can find there - it will be very useful later. Stand on the plate and throw something (e.g. a chair or cardboard box) on the switch above. This will result in you moving the platform up. When the top is reached, open the door leading to the new place. In this location it is necessary to reach the end of the hall with a trolley filled with five different products. The dummies will try to break - if they approach you, you will have to start over and the products will disappear from the trolley. If you see a dummy approaching, simply cringe. She should lose her interest in you. If it didn't, run. The products you need to have in your trolley are visible in the picture above - all of them can be found on the shelves next to the track. You cannot leave this place without these products. After passing the cash register, go to the door with an exit sign on them. This way you return to your neighbor's house. Go to the back of the house and access the small window visible above using a cardboard box. Switch the lever through the window to open the door inside the house. You can enter the house through the front door, however, it is better to smash a nearby window and go left. Climb the ladder to the penultimate floor. Open the door and jump on the train track. Then jump inside instead of visible above. Jump through a hole to get to another room. Use the button and lever to switch on the train. He starts running around the roof of the house. Other Act 3: How to get a red key? Previous Guide to Law 2 Page 2 Download Game Guide PDF, ePUB & iBooks Free iOS App Your Bad Neighbor! Hello neighbor guide contains instructions and useful tips. This game guide will help you deal with a mysterious neighbor and achieve his deepest secrets hidden in the basement. You'll also find information about the keys (red, green, and silver keys). Game guide, instructions and tips for hello neighbor. This game guide will help you deal with a mysterious neighbor and achieve his deepest secrets hidden in the basement. Running TipsPreysThythough tutorial describes a relatively stress-free way to beat the game and outwitting the average neighbor. Here are some solutions that let you finish the game faster. All shelters We also listed all the shelters inside the neighbor's house. All the shelters and cabinetsSilver KeyA Silver Key in Hello Neighbor is a very special item, which, unfortunately, can no longer be obtained. Silver Key was the decisive point in the alpha stage of the game - it was replaced by a red key, a green key and a basement access card. About Hello NeighborHello Neighbor is a stealth game with a disturbing atmosphere in which players are tasked with getting into the mysterious basement inside their neighbor's house. The neighbor in question, however, is very vigilant and tries to scare the protagonist out of his house with various traps, monitoring system, and alarms. The game includes advanced artificial intelligence, as a neighbor learns from the player's management - he boards broken windows and secures the routes that most often take. Other Basics of the game All Hiding Places By Radoslaw Wacha Wasik for gamepressure.com Translator : Michal HANK Wloczko latest update : December 18, 2017 Use the comments below to submit your updates and fixes to this guide. Hello Neighbor Arcade PC and XONE PS4 iOS Switch Guide Preview Videos 3 Files 63 Pictures 6 Series DOWNLOAD GUIDE Get an e-book version of this guide: Join the updates Join the gaming community Facebook Youtube Guides Twitter Not allowed to copy any image, text or information from this page. This site is not associated with and/or endorsed tinyBuild games or dynamic pixels. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, unofficial game guides, walkthroughs, secrets, game tips, maps & strategies for top games. Hello neighbor game guide Next Tutorial Finale Prev Instructions Act 3: How to get the green key? The basement access card can be found in a neighbor's freezer, however, as one could easily guess is frozen and cannot be used as such. To change it, you need to turn off the power to the freezer. Go to the train tracks again and towards the location visible in the image above. This is where the generator is located, however, for is locked inside the cage. You could easily notice that the cable leads to a nearby room. Jump into it with an umbrella. Unlock the door and enter the room. Inside the room, you can find a picture of the presenter of how the room looked before. Collect items lying around and arrange them in the same way as shown in the picture. This opens the cage hiding the generator. Jump inside and turn it off. After a while, the access card melts and you can pick it up. Now you need a crow verse. If you pick it up earlier, you can find it in a room with the platform you picked up before (from when you arrived at the place with a shopping cart and dummy). Undress your nails with a crow liking. Now just use the access card to enter the neighbor's basement. After getting inside a place reminiscent of one of Act 1, go left and continue along the hallway. Eventually you get to the place visible in the image above. Jump on a nearby pipe and then over the fence. Go to the door with the exit sign. Run to the end of the hall until you get to the white door. Then you get to the final place. Next Tutorial Finale Prev Instructions Act 3: How to get a green key? JOIN FOR UPDATES Join the gaming community Facebook Youtube Guides Twitter DOWNLOAD GUIDE Get an e-book version of this guide: You are not allowed to copy any image, text or information from this page. This site is not associated with and/or endorsed tinyBuild games or dynamic pixels. All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2020 GRY-Online S.A. for gamepressure.com, unofficial game guides, walkthroughs, secrets, game tips, maps & strategies for top games. The dark secret of the neighbor is revealed. The basement is the largest part of the house, this is where the neighbor tries to keep the player from entering. The basement door in Pre-Alpha, the basement door was a white wooden door blocked by a wooden board, and sealed with a padlock and keyboard number. In Alpha 1, there was no keyboard, and there were two wooden boards instead of just one. In addition, the player had to remove individual nails instead of clicking on the boards. This method would become the default for future versions. In Alpha 2, the basement door looked like a large metal door that could be opened with a valve, and was blocked with only one wooden board, but had a key-card reader in place of the number pad. In its current appearance, the basement door is a brown wooden door that is keycard-controlled, nailed with two boards, and, from the first Beta, leaning against a chair. The chair can simply be removed, but the card is frozen in a block of ice inside a neighbor's freezer, and the crow err is hidden somewhere on the third floor and heated by electricity. Inside the basement in the full game, the basement appears to be ordinary room at the bottom of the stairs, containing boxes, boiler and washing machine. However, after trying to open the washing machine, entire front hinges are opened, which are revealed as secret doors. It contains a secret corridor leading to the actual basement; maze of rooms. The player must get to the end of the basement, and make their way back to the beginning when removing the chair blocking all doors. This will create a path for them to follow, and they then have to turn off the power supply. Then numerous

gates appear and block the path of the player, which requires them to use the door. A neighbor also enters the basement. The player must make their way to the end, while avoiding the neighbor. However, for whatever reason, he can't catch it if he would leave the washing machine. The player must turn on the generator and then get back to the exit, flipping the switch to remove the gate blocking the door. At the entrance, a neighbor enters behind them and begins to chase. The player must make their way to the end of this corridor without being caught. If the neighbor catches them here, the player is simply put back at the beginning of the hallway and must repeat the chase. At the end of the corridor there are locked doors with several padlocks. The player fails to open the door and is then captured by a neighbor. In Act 2, the player wakes up in a small locked room in the basement. When you try to open the door and then wander away from it, building sounds are heard, and then the sound of the lock opens. The player can then leave the room to find the basement layout is slightly different, and only a small part leading to the rear exit is accessible. There are wire fences with a boiler, a bed, and other pieces of furniture behind them. The main road back to the front of the basement is blocked with a pile of furniture, so the player must remove the nearby veduch cover, pass through the pipe and climb the ladder to the exit. In Act 3, the layout of the basement is much the same, but the accessible areas are different. The basement is also tilted and worn out. All three skills are needed from here. Shadow Man is also present, and again requires invisibility to avoid being caught as he walks around the long hall. After he is gone, the player can pass. They should then go down the hall Shadow Man came in and double-jump on some pipes to get through the gate blocking the door marked exit sign. At this point, the neighbor catches the player. Use break-free ability to repeatedly jump (spacebar by default) to escape. Then, the protagonist knocks on the neighbor and locks the door behind them. A neighbor can be heard crying scared from the outside. The player can then go to the door, which were previously locked in Act 1. Giant neighbor boss battle begins after through it. Alpha and Beta Releases Player never seen inside the Pre-Alpha and Alpha 1 basement(s) as it was simply a closet under the stairs in the former, and the cut-scene played in the second, where a neighbor closed the door on the protagonist and buried them alive. In Alpha 2, the basement was developed and had several rooms. However, the game ended as the player approached the open wooden door, and this version of the basement should not be playable in future versions. In addition, the basement itself was not in Alpha 3, and the rooms are therefore unused. From Alpha 4 to Beta 3, the basement was a special place, with huge chasms, platforms and large fans requiring the player to double-jump to them and hold an umbrella in order to catch the wind. The player has gone through an assortment of rooms. First, they would drop into a small room with lots of cameras hanging on wires from the ceiling, and turn on the generator in order to open the gate. The neighbor himself appeared in order to chase the player, although he could only do so to a certain point. The player must use his break-free and superthrow skills to knock down a neighbor and provide enough time for the gate to open. Then they have to run to the next part, jumping twice to get through the barricade of furniture. Being warned that not fast enough will allow a neighbor to climb over the barricades and continue providing chase, even if it will be invisible allowing you to lose it once around the barricade. Another obstacle requires double-jumping up several platforms to turn on the generator, and then use the super-throw to hit a giant switch with one of the nearby objects, and then return through the gate to twice jump into the fan. In the final part, Shadow Man lurked, making strange wailing noises. If the player saw it, it would warp in front of them while growling, sending them back to the top of the basement. The player was obliged to take advantage of the invisibility and wait for it to pass in order to safely get to the final boss. Trivia In Pre-Alpha, the code for the Pre-Alpha basement was always 4785. Behind the basement door in Alpha 1 was a road image, as seen from a nightmare sequence of a neighbor entering it and then leaving after a crash occurs inside. A glitch, hacking, or shutting down invisible walls have made it easier. In Alpha 2, if the player opened the basement but did not enter it, the neighbor would occasionally open the door and check inside while checking his house. However, he could not use the portal inside to teleport to the basement. It is strange that in alpha 3 game files there was a map of the basement consisting of a flat grassy area and a large bucket[1]. The player can enter the basement in Alpha 4 and future versions as soon as they get a crow crow er and keycard. However, the basement can not be passed until The player unlocks the double-jump capability, as the default jump is not long enough to reach the air flow fan, even if the player pulls off a pertinual jump to catch an umbrella mid-air. In the final version, double-jump is necessary to clear the fence. A neighbor can occasionally place a bucket trap on the door, although there is very little reason for him to do so. References ↑

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