


I'm not robot  reCAPTCHA

Continue

Riddle school 3 walkthrough youtube

Your first business order is to leave the class you occupy when the game starts. You are in the seat along the left side of the room, with a ruler on your desk. Your teacher, Mr. Soggy, is near the right side of the area and there are other students trying to pay attention. click on the ruler to add it to your inventory, then look at the teacher's desk. On its side, a globe is positioned. Click twice across the globe to spin it until a pink wad of gum becomes available. Then click gum to add it to your inventory. Then combine it with the ruler. The position on the wall behind your teacher is a vent. Drag the gum size on its head to the vent and trigger a short cut scene that ends with you a richer rubber band. Grab it from your inventory and drag it to your teacher, causing an additional cut scene that ends with his glasses falling to the floor. Take them for later use. Then exit the hallway by clicking on the arrow near the bottom right of your active play area. Now you are standing in the hallway, which has many points of coming out. On the floor to your left is a penny, which you should take. Then you need to enter the library, using the down arrow near the base of the play area. A short cutscene later, Mr. Read, the mailer who made him shiver, stood to the left of his desk. Pull the glasses from your inventory and let them rest on the head of the secretary to allow him to see better. He will reward you with bookmarks. Combine that item with your ruler with gum on top. Then get out of the room. Now you're back in the hallway you visited by leaving Mr. Soggy's class. The left end of a screen. On the left side of the base of the green locker, there is another penny. Grab it and then click to the right of the two arrows just down near the bottom of the playing area, allowing you to enter the provided wardrobe. It is small and difficult to see, but there is a penny located on the top shelf of the bookcase in this room, almost touching the ceiling. Grab your extended ruler from your inventory and use it on the moat to collect precious coins. Now you will have 12 cents in your inventory. Now that you're loading down with more money than you have any immediate need to spend, it's time to cause some mischief. Out of the closet offers to return to the corridor. Then click the arrow leading to the bathroom to the left of the fountain. Once inside, click on the stall to open it. Then click on the toilet paper to collect it. Drag the toilet paper from your inventory to the toilet in the booth. Then flush the toilet by clicking on the flusher, located near the top left of the toilet. This prompts a new cutscene depicting the appearance of the gatekeeper. Get out of the bathroom. Back in the hallway again, the left end of a screen to find a penny on the floor near the right side of the base of the stairs Up to the next level. Take it. Then climb the stairs by clicking on the corresponding arrow. In the upper corridor, there was a man portly sitting on the bench. Ignore him now and go a monitor on the right. There, you will see a bubble from pointing to a locker. Click the locker, especially near the combination that looks like a ruler stretching over it. This will trigger a scene and introduce you to Richy, who tells you the combination to get him out of the locker that can be found in Mrs Oddverb's room. Your classmates are in distress, but all you can think of right now is to find more money you're bound to need later. Click on janitor's gray wardrobe door box, which is located just to the right of the locker where poor Richy is trapped. Inside that room, click the quarter placed under the green chair to retrieve it. Then get out of here. Now that you're rich, it's time to worry about Richy. The left end of a screen to place the boys with food for me written on his shirt is still lounging on a bench. Next go downstairs and then have a screen so you are standing in front of the bathroom. Click the left arrow pointing down to enter the teacher's lounge, where the two teachers are relaxing. One of them is Mrs. Oddverb. The teacher has some questions for you. Click the first speech bubble to attract the woman in the green dress. You need to choose Mrs. Oddverb, about Richy...? and then He was trapped in his locker. His combination is in your classroom. Finally, select Yes. when Ms. Oddverb asks if you think she should go looking for combinations in her class. The two teachers are leaving. Before you do so, check the drawer near the right side of the room. The middle drawer, placed just below the coffee cup, contains nickel. Click it to add it to your stash so now you have 43 cents. Then go to the hallway. Back in the hallway, head left and then up the stairs again. Then go right through the locker where Richy is imprisoned, to the end of the corridor, where a sign confirms That Carrot is also human. The door door to the left of that sign allows you to enter Mrs. Oddverb's classroom. First, take the coins from the floor. Then go to class. Inside, look at the desk near the right back corner of the room, where you can click on a sheet of paper to get the combination. Exit the corridor and look at the locker on the back wall. Click on the left outside of the three yellow lockers to open it. On the shelves underneath the books and above the traffic cone, there is a nickel you should click to grab. Now you have 48 cents. Head left another screen from there to find Richy still locked in the locker. Click on the locker to clear the dialogue bubble, then on the horizontal strip to bring up a combination. You can click up and down on the arrows placed in and below each number to change each digit in 8 digits. Combinations Need to enter the 5-3-7-8-9-0-7-8, and then you can click the icon of the unlock to free your friends. He will automatically give you a quarter, bringing your total assets to a whopping 74 cents. Since you are talking, he also mentions a fancy to collect buttons. Travel to leave a screen and go down the stairs. Then go to the left of a screen to find the entrance to Ms. Count's classroom. Type it. Inside, you will find an absolute messy class, with monkey dolls scattered on the floor and especially in front of the desk. Among the dolls is what looks like a silver shell, but if you hover over it, you will see it is the keyboard key. Take it and get out of the room. As long as you are running around the school when you should obviously be in class instead, you can also visit another teacher. From the corridor outside Ms. Count's classroom, go straight to a screen and climb the stairs, then go to the left of a screen and enter that classroom (but make sure to first grab the coin on the floor below the poster). In the classroom, you will find the teacher leaning on his desk, where a machine is located. Drag the button you grabbed a moment ago, so that you put it on the computer and make it come to life. You will witness a cut scene and a button appear on the left side of the machine. Grab it when you can and then exit the class. Now that you've got a button, it's time to find Richy. Go straight along the corridor, until you get to the end. Walk into Ms. Oddverb's classroom and find Richy standing on the left side of the desk. Drag the button from your inventory to your friends to get a quarter and bring your accumulated total assets to an even 100 cents. Now that you're rich enough, get out of Mrs. Oddverb's classroom and go back to the left to the top of the stairs. Go downstairs to the first floor of the building and head left a screen. Then click the down arrow to get to the lunch room. There, click on Mrs. Munch, the woman who eats lunch and replies that I want chocolate pudding. It will cost you your dollar, but you get the pudding. With pudding in hand, return to the main hallway. Go right to a screen and climb the stairs to find the heavyset boys still sitting on the bench. His name is Chubb. Pull the pudding from your inventory into his belly and a cut scene occurs afterwards. When it's over, you're in the auditorium with an unconscious Chubb. Click the arrow just out of the hole Chubb made on the wall, so you can return to the hallway. Climb the stairs. Then click to enter the office. When you arrive, Ms. Moores will ask how she can help you. Reply that I was sent here to see Mr. Potato. She will want to know why you are obliged to meet with the school's counsel. Answer that I'm real that's great. A scene cut later and then you'll automatically get the key. Now you just need to leave the building. Click the arrow down to leave the school office. Click here to go downstairs. Go left to get to the exit door. Once you go through them, the game ends with a final cut scene and some credits ending. Happy! 1 Click the arrow in front of the gatekeeper's wardrobe. While janitor care toilets are clogged, you can freely enter the janitor's wardrobe. 2 Click on the quarter. The neighborhood should be under the chair. You get a 25 cent coin. 3 Click on the arrow that means Corridor. 4 Go to the teacher's lounge. The teacher's lounge is in front of the men's room. To get to the teacher's lounge, click the left arrow to the left. Then click the arrow to go back downstairs. Then click the right arrow to go right. 5 Click the arrow at the bottom of the screen that has the teacher's Lounge name. The teacher will ask where you are from. This is where you will make your choice of words. 6 Pick Mrs. Oddverb, about Richy. You're going to ask, what about Richy? 7 Choose Him trapped in his locker. His combination is in your classroom. She would ask if she should go to her class. 8 Select Yes. She and the other teacher are leaving. 9 Click the middle drawer. There should be three drawers. Click in the middle to look inside. 10 Click nickel. It's in the middle of the drawer. Then click Back to leave the drawer. 11 Go to the hallway in front of Mrs. Oddverb's room. Click the arrow in front of the door to exit the teacher's lounge. Then click the left arrow to the left. Then click the arrow to go upstairs. Then click the right arrow to go right. Then click the right arrow to go right again. 12 Click the coin to get it. It's in front of Mrs. Oddverb's room. 13 Click on the first yellow locker. It's one that's one that's slightly brighter than the left. Click it to open it. 14 Click nickel. It's in the yellow closet. 15 Click the arrow in front of Mrs Oddverb's room door. I'm going into Mrs. Oddverb's room. 16 Click on the paper on the desk. This is a combination with Richy's locker, but Ms Oddverb says it just says BLOBBLES BLOBBLES