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Asylum escape room chapter 3

Another great game from Haiku game stables. Other games include adventure escape: cult secret, adventure escape: murder manor, adventure escape: time library. The game takes place at the Byers Institute. The user plays the character Anna Clauffield. She has no idea why she's admitted to the hospital. The story unfolds as you progress from one chapter to another chapter. The game consists of 10 chapters. The main characters in this game are the following - Anna Caulfield - the hero of the little girl (who later discovered Lily Caulfield, Anna's daughter) The Young Doctor at Byer's Institute. Chapter 1: Awakening User (Anna) awakens from sleep. The basic tutorial is given on how to play the game. The user must then enter a 4-digit code on the patient information board to exit the ward. Then you have to mop the wet floor, remove the snapped electric cable to prevent electric shock and then select the lock to complete the first chapter. Youtube Link: Adventure Escape Retreat Chapter 1 Chapter 2: Institute of the Little Girl makes her first appearance here. Collect all five dog figurines and arrange it in that order. Each figurine has several related to it. Enter numbers in the same order to unlock the briefcase. Play disc on the gramophone to get the secret code in the vault room. Enter the room to collect the key card from the nurse. Youtube link: Adventure Escape Asylum Chapter 2 Chapter 3: Warning Use key card to open doors. Collect 12 music pages that are strewn all over the place. Also prepare a special menu as for the conditions set and give it to the patient to get a music page from her. Collect garlic, bananas, apples, cookies and place them in the appropriate bowls to get additional music leaves. Now come to the scope and organize a variety of musical instruments as their color and type. Get the footstool out of the kitchen and using the ropes previously collected, set the tool on stage to draw the curtains. Now arrange different music pages to create a single page. Now turn the scale button in the kitchen clockwise and counterclockwise as one of the music notes on the page to open the locker and get an axe. Use this axe to smash the door to exit and complete the level. Youtube link: Adventure Escape Asylum Chapter 3 Chapter 4: Dreams and the level of reality begins in the living room of the Doctor's House. Collect a piece of moon and wooden plank in the yard. Then arrange the roses on the lid of the box in the same way as it grows in the yard. It opens the box to reveal the second piece of the moon. Also collect a hammer. Enter the hardware room, align identical nails to remove them. Attach two pieces of moon to open the door. Collect the remaining wooden planoa. Using nails and hammer, repair the stairs in the yard to complete the level. Youtube link: Adventure Escape Asylum Chapter 4 Chapter 5: Mad Scientist level begins to overwhelm the room. Collect matchbox, multiple Bottles. Also make a note of the articles on the wall. Enter the operating theatre and collect scissors that can be used to cut open the stuffed teddy bear. Use this key to open the cabinet and get the formula written on paper. Replace the values to get the key code number locked cabinet in the first room. Use a shovel to clear the exit door and also get the final chemical bottle. Using these bottles and chemical formulas written in the hallway way, prepare acid. Pour this acid into the exit door locks to open the door. Exit the door and complete the level. Youtube Link: Adventure Escape Retreat Chapter 5 Chapter 6: Fury collect movie strip fragments scattered across the level. In the bathroom, arrange chemical compounds as a single name and symbols. Use ammonia, which has got into a successful arrangement of chemical bottles, to clean the toilet. Use the key to open the file cabinet file and arrange the files chronologically. Join individual film snippets based on the design of the controls to form 2 long strips. Use the numbers shown in the video to open the locked door and complete the level. Youtube Link: Adventure Escape Retreat Chapter 7: Secrets to collect toy train compartments spread across the level. In the house, arrange the walls hanging to match the design given. It opens the door to the room. In the room, arrange a train set to connect station A to station B. For a successful arrangement, you need a key. Use this key to complete and exit the level. Youtube link: Adventure Escape Asylum Chapter 7 Chapter 8: Trial This level consists of small tasks. The first task is similar to a memory test, where you align tiles with similar patterns. When the elements are aligned, they remain open, but they are reset. The second task is to arrange different objects on both sides of the scale so that they are balanced. The third task is for us to arrange a smaller hexagon, for example, the adjacent sides have the same color. We get a key to complete the task. Use these 3 keys to complete and exit the level. Youtube link: Adventure Escape Asylum Chapter 8 Chapter 9: Into a Nightmare Using a Flamethrower, clear all the cobwebs in space. Tap identical symbols to prevent them. Enter the five numbers that remain to open the portfolio lock. Using the crowbar we received in the briefcase, open the grid and get a screwdriver. Vengeance to the second room and align the wires on the right side of the socket on the left side, for example, that they color the code correctly. Once successful, the heavy box is

pulled up. Using a screwdriver, open the ventilation hole to finish and exit the level. Youtube link: Adventure Escape Asylum Chapter 9 Chapter 10: Rebirth This is the last chapter. Using a flashlight, collect all the gems. Next arrange 12 butterflies so that all butterflies in one row have the same antenna style and all butterflies in the same column have the same wing pattern. key to open the padlock and get more Arrange all six gems to open the door. Now arrange the numbers in such order that they activate the lever that opens the trap door and Adam falls into it. Now organize newspaper clippings to create an article that explains why Anna is in the hospital. It finishes the game. Youtube link: Adventure Escape Asylum Chapter 10 Google Play Achievements: There are a total of 24 achievements. Good luck to meet them all. Walkthrough Adventure Escape Asylum Chapter 3 - Warning - Chapter 3 adventure escape asylum game. To get out of the room, you have to fill the puzzle. Starting with the opening of the entrance using the magnetic key. Finally you have to use the axe to get to another room. 1. Use the magnetic key strip to open the door. 2. Take the pieces of music set on the floor. 3. Place musical instruments by color and type. And then, take Gear.4. Zoom in to make a special dish. Read the dough.5. Give special menus for old women sitting on the floor. Then she will move from the original position.6. Take music set pieces and rope.7. Take the Footstool. Then place the apple, banana and garlic in the right place. If all that is moved, then you will see all the pieces of music set. Take it all.8. Arrange tools and rope. Then put the footstool under it.9. Zoom in on stage. Arrange all found music sets.10. Go to the kitchen safe. Count each chord. The results will look like this: 3 x A = Turn the key clockwise 3 bars.4 x G = Turn the counterclockwise key 4 bars.5 x D = Turn the key clockwise 5 bars.2 x E = Turn the stop counterclockwise 2 bars.2 x F = Turn the key clockwise for 2 bars. Then you will get Ax.11. Use the Axe to open the door.12. End. Last Updated: 16 Oct 2019 You start in the same place as the last chapter. Use the key card in the red door of the card reader to open them and exit the music room. Star: Open case in the center of the screen. Take two pieces of music paper from the floor. Then tap the shelves to the left of the room to view them. You need to tap and drag each instrument/item from the top of the shelves and arrange them by type and color below. Hint: Solution: Take a tool that is discoveredNext tap on the door to the right of the room to find yourself in the dining area. Collect the third piece of music from the table and rope from the floor to the left of the counter. Tap on the food counter to reveal the tray and the food. This is a puzzle solved by following the instructions on paper, as shown below:-Special consists of a main course, three side dishes, and dessert.-The main dish is in the opposite corner of the green dish.-Dessert is red, and is in the opposite corner of the fried dish.-Orange dish.-Orange dish. next to the green dish.-No cheese special.-French fries are in the upper right corner. Drag and drop the groceries from the choice to the tray, following the rules. Solution: Tray the food that you get and give it to the woman on the floor. She will move and unveil the fourth music page to collect. Next goes through the left door of the kitchen, it is a mess and needs clearing up. First tap the stool to collect it. Then tap the items around the room to place them in the right places. Move all the apples into a bowl, biscuits go to the jar, bananas to a white bowl, and garlic needs to go to the garlic rope. In doing so will reveal 8 more music pages, collect them all. Return to the music room and place a stool to the left of the room under the rusted gear that is in the upper left corner of the curtains. Now use a good tool on this and give them a rope and use it to open the curtain. The appearance of your ghost makes for a different look. Tap on the music stand on stage to see a few more pieces of music puzzles. Add all the music page snippets that have collected this puzzle and rearrange them to complete it. Pieces snap together when placed next to the correct piece. When the puzzle is complete, go back to the kitchen room. Tap the large block to the left of the rear wall. Here is a safe, and the music page is the key to it. Use the music page to add to the view and use this thread to work with the combination. Then tap the dial-up controls to move the pointer to the correct positions. Tip: Solution: Safe will open, and you can collect Axe.Return again in the music room and use an axe to break down three boards blocking the left door. It completes Chapter 3 of Adventure Escape Asylum. Next we move on to Chapter 4, if you have any questions about this game, please head over to the Answers Page to ask there. We have questions and answers that have been changed to this topic, which can also help you: Show all

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