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## Jawaban high school escape level 9

Adventure Escape Mysteries – The Covenant By: Haiku Games Haiku Games is back with another Adventure Escape game! This is about a group of students on a camping field trip before they finish Grant High School. They are hoping for a blood moon eclipse! Surely nothing will go wrong. This game is for mature spectators. This exemplary guide will help you with tips, tricks, answers and solutions for all the puzzles you get stuck in The Covenant. Feel free to ask for additional help in the comments section. See all my other Adventure Escape Guides here. Walkthrough: Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8, Chapter 1: You can watch my chapter 1 video or continue below for my step-by-step guide. 1. Mr. Sparks asks you to get the quiz questions from his car. However, there is much to do in this scene. First, open the toolbox and remove the pliers. Then open the trunk and take the quiz. Give it to Mr. Sparks. 2. Open the bag in the trunk to see a scholarship letter for Sam from Grant State. Note that it is from April 2020 and it is said that the Grant family has been in the state for 300 years. We will use that later. There is another zipper in the pocket, but it gets stuck halfway. Use the pliers to open it the rest of the way and get the phone. 3. Talk to Turner and learn that the combination for the lock of his suitcase has to do with his and Kelly's album. So talk to Kelly and she'll give you the album. Take it. Talk also to Seychelle and she will open her guitar case for you. Look at the sheet music and take the tuner. 4. Insert the CD into the CD player in the trunk and add the tuner. When you play the music, it looks like notes. 5. Compare the four notes from the CD with the notes in the guitar case and you will get the letters DEAD! 6. Enter DEAD in the combination lock to open it. Remove the bug spray from the suitcase and use it to get rid of the bugs in the tree. 7. Remove the five-finger maple leaf from the tree. You will see a human hand up there?! Now to the quiz. It asks you in what year the scholarships came to this country. That is what the letter of scholarship says! Simply subtract 300 from 2020 and you will get 1720. That is the answer. It also prompts you to take the characteristic leaf of the forest, the five catch maple leaf, with the quiz, as well as your phone. So add them to complete the quiz. 8. Now we need to solve the trail navigation puzzle. You play as Sam and you have to collect all the people. Once you've found a person, you can't go backwards. If you no longer you need to start over. You can follow my video if you need help. 9. Now we have to set up a camp. First, take the shovel. Look at the book on the floor, too. Note that Nicky and Mark scored a touchdown on February 17. Then look behind the water for a lens and attach it to the telescope. 10. Let's solve the constellations puzzles. Then take the Cleaver from Joanne. 11. Now let's unlock the yellow tent that is Nicky's. It is stated in the Mark and Nicky scored a touchdown on February 17. This is 02/17 or 0217. Enter this in the combination lock and then go to the tent. 12. Move the pillow to find a photo of Seychelles. Also grab the cigarettes and the slingshots. There is also a piece of firewood that is easy to miss! Be sure to take it. 13. Leave the tent. Follow the sign into the forest where Mark and Nicky hang. Talk to Mark and he'll give you a piece of firewood. Then take the other off the ground, use the shovel to get another, and the cleaver to get another. And finally, use the slingshot to reach those in the tree. You should now have 6 pieces of firewood. 14. Talk to Nicky twice to try to get his lighter. He tells you to prove first that he smokes. So give him the cigarettes to get the lighter. 15. Go back to the campsite. Place all 6 pieces of firewood in the fire pit and then light a campfire with the lighter. Then see what happens! And this is the end of Chapter 1! Click here to continue with Chapter 2, or select a chapter below. Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8 \*\*\* Note: Sometimes a promo code is provided for a game, but it does not affect the verification in any way. At AppUnwrapper, we strive to provide reviews of the highest quality. Check out my recommended list for other games you like. If you like what you see on AppUnwrapper.com, you should support the website through Patreon. Every little bit helps and is highly appreciated. Read more here. And as always, if you like what you see, please help others find it by sharing it. I also offer affordable testing and advice for iOS developers. COPYRIGHT NOTICE © AppUnwrapper 2011-2020. Unauthorized use and/or reproduction of this material without the express and written permission of the author of this blog is strictly prohibited. Links can be used, provided that AppUnwrapper with the appropriate and specific direction to the original content is fully credited. Welcome to the number 1 unofficial fan page for doors and rooms. We have written the most detailed and thorough walkthrough for your escape needs. Please book this website for future game and guide updates! The sequel to Doors and Rooms has just been released! The walkthroughs for each stage for D&R 1 and D&R 2 have been included. Enjoy and escape quickly and easily with our detailed game guides. Doors and Rooms 2 Doors and Rooms 3 Doors and Rooms Zero Guide for High School Level 9 Walkthrough – Play as a student to escape the locked campus by solving puzzle logic at all levels! Are you ready to escape through campus, trophy room, chemistry course and many others? High School Escape by Goblin LLC on iPhone and Android High School Escape Level 9 Walkthrough : Tap on left table and get blue vial and ball tap right table to use pliers and green vial to use pliers to cut wire over door find color indication on door : red red cyan pink blue high school escape level 9 answers, solutions, tips and walkthroughs. Game available on iPhone, iPod, iPad, Kindle and Android. High School Escape by Goblin LLC. Hey, Fresh! Are you ready to escape through the locked campus? This escape game takes you back to high school, but this time you're trapped. Prove your skills in code-breaking, puzzle solution and logical thinking! Because no one wants to be locked up in school. So use all the escape skills you have to break out! Escape from school is one of the many 100 doors/room style escape puzzle games where you can solve puzzles or find clues in any place to move to the next. The game itself has more than 100 levels to go through and the developers, Digital Eagle, say they will add more. The game itself has a number of school rooms and puzzles that vary from simple to hard, but are all possible, quickly and without having to search for objects and clues in multiple places. This makes it a simple game to play and enjoy while they still test your deductive skills. The rooms you will encounter in the game will repeat themselves, but the puzzles you need to solve and items you need to find are different each time, so it will keep you on your toes. We've put together this growing guide to the rooms to give you the help you need when you get stuck in a room while you're getting through school. If you find any problems, please comment below or if you have any questions, please go to the Answers page to ask there. There.

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