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The silent age game walkthrough

Switch to content The Silent Age By: House on Fire [DKB url- text-download title typestyle color-green width opennewwindow nofollow] This is a complete video step-by-step procedure for The Silent Age Episode One. Keep in mind, step-by-step procedures are the bare minimum you need to complete the game. I recommend exploring more to fully enjoy the game. The step-by-step procedure is meant to help you if you get stuck - not to replace the experience of playing the game yourself. © Chapter 1, The Past: Chapter 2, The Future: Chapter 3, The Machine: Chapter 4, The Entry: Chapter 5, The Cadaver: Continue to the Silent Age Two Step-by-Step Procedure Episode. Note: Sometimes a promo code is provided for a game, but it does not affect the review in any way. At AppUnwrapper, we strive to provide the highest quality reviews. Check out my recommended list for other games you might like. If you like what you see on AppUnwrapper.com, please consider supporting the site via Patreon. Every little helps and is greatly appreciated. You can find out more about it 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 WARNING © AppUnwrapper 2011-2020. Unauthorized use and/or duplication of this material without express and written permission from the author of this blog are strictly prohibited. Links can be used, provided that full and clear credit is granted to AppUnwrapper with appropriate and specific guidelines for the original content. Tags: android, answers, cheats, guide, help, tips, iOS, iPhone, iPod? iPad, solutions, The Silent Age, tips, tricks, step-by-step procedure April 19, 2014 November 28, 2018 October 27, 2011 Would love your thoughts, please how.x On The Silent Age Lose yourself in The Silent Age, the thrilling point-and-click adventure with over eight million mobile downloads, completely revamped and updated. Help Joe travel between the groovy present of 1972 and the apocalyptic future of 2012 to discover the truth behind the extinction of humanity, a quest entrusted to him by a dying man of the future. Use your portable time travel device to solve puzzles that bring you closer to the answers and save humanity. Winner of the 2013 Casual Connect Indie Prize and applauded for its deep history, clever puzzles and radically simple style of navigation and art, The Silent Age is an unforgettable experience. Can you, a simple janitor and literally, the average Joe, save humanity? Key features Thrilling Adventure with a deep story that captivates from start to finish. The voiceover of the characters life to history and characters. Complex characters, each with his personality and his agenda. Intelligent puzzles requiring time travel and specific elements to solve. A transparent interface that makes you feel like you're there. 10 chapters with unique locations, characters and puzzles. More than 20 achievements. Screenshots See See Play note kit, then open the orange door and go through the supply room. Take the bulb from the shelf and use it on the broken bulb hanging above the table. Now use the light bulb to light up the room. Take the blue access card from the table, and the green rubber glove from the shelf. Leave the room again and use the blue pass on the card reader on the right, then enter the elevator. Talk to the secretary, then open the red doors and enter Mr. Hill's office. Talk to Mr. Hill to receive a red Work for Man access card. Leave the office and get off in the elevator. Go to the far left and use your red pass on the card reader to open the elevator and go inside. Use the door button on the control panel, then go out to the basement. Use your rubber glove to secure the broken access panel, then go through the unlocked door on the right. Search the lab coat for a handkerchief, then use it on the blood trail near the round door on the right to get a sample. Try using the Polaris 9 Super Computer here Data Error. Go back to the top and talk to the secretary again, who will give you a bandage. Go all the way down again and go to the round door. Use the bandage on the left door button to hold it down, then press the right button to open the door. Talk to the injured man, and you will receive a time-travel device. Chapter 2 The Future Take the time-travel device and use it. Open the door and leave the room. Go up and walk to the right. Examine the hanged man, then take the key to his belt. Take the hammer from the ground on the right, then go back down. Use the key to the first door here, then enter the evidence room door and search the corpse inside for an ID card. Go upstairs and use the ID card to open the red door. Take the bulletin board code inside. Look carefully at the 6 photos on the Suspect Zero bulletin board. Open the desk drawer and take the bottle of weapon oil from the inside. Leave this room and climb the stairs to the second floor. Move the image on the wall to the left to reveal a safe. Use your code on the safe to open it, and you'll get a paperclip from the inside. Go back twice down and enter the evidence room again. Use the gun oil on the padlock, then use the paperclip to unlock it. Open the evidence locker and get the katana from the inside. Go back to the second floor and use the katana to cut the Gordian Knot rope. Back up twice and collect the rope around the body's neck, then go up and through the door second floor in an office. Break the window with your hammer, then get out. Use your rope on the tree branch and go down. Chapter 3 The machine works directly in sunlight to recharge your time travel device and then use it. Take the screwdriver of the motorcycle tool bag, and use it on the back door of the lot to the left, then go through. Take the umbrella, then walk to the police car and use your travel device again. Search the police car to get a night stick, then return to the motorcycle area. Go to the far right of this region and use your time travel device to travel back in time. Use your umbrella to lower the fire escape ladder, then climb up until you reach the roof. Take the carpet from the line, then travel to the future. Go down through the hole in the roof and pull down the torn wallpaper, then travel back to the past. Open the curtains and pick up the wallpaper paste, then turn on the lamp and take the key from inside the shade. Use this key on the next door, then exit at the emergency exit. Go down the ladder and use your wallpaper paste on the small poisonous sumac plant Contaminator. Climb the ladder and travel to the future. Try to open the door of the 1G apartment, and the handle will dig up. Enter apartment 1F instead, and use the handle on the door inside here, then go through. Use your time-travel device. Light the couch TV potato, then smash the window with your night stick. Place your carpet in the window, then climb through. Chapter 4 The entrance Open the trash can and pick up the broom head. Keep clicking on the trash can until you say you're hungry Hobo. Travel to the future and take the meat hook, then walk left and lift the broken plate. Use your broom head on the dust, then use the meat hook on the lid of the manhole. Get down. Take the helm on the floor, then go up. Travel back in time, then use the switch on the wall here and go through the electronic door at the front of the hospital. Travel again to the future and use your metal bar on the locked container to open it. Get the bone saw out. Go back in time and go left to the back-alley, then travel to the future and go down the manhole. Look at where the switch is, then travel back in time and use the switch. Now use your bone saw on the iron bars, then climb up to the pass. Take the syringe, then get out of the way. Travel back to the future and return to the surface. Travel back in time and go through the electronic door, then use your syringe to collect turpentine from the green bottle. Travel to the future and examine the corpse sitting against the tree to get a lighter. Travel into the past and go left through the door, then travel to the future and go down the manhole. Travel back in time and enter the passage, then travel to the future. Use your syringe on the rubble here, then use your lighter on it where there is smoke. Now, leave this passage, travel to the future, climb the ladder, go back in time and the door, travel to the future and open the doors of the hospital. Head inwards. Chapter 5 The corpse passes through the garage door and travels to the past. Take the red car battery from the shelf, and press the button on the wall here to open the main doors. Go back to the future and come back through the door. Take the tires iron from the right, then go to the past and go through the yellow office A door. Travel back to the future and descend through the gaping hole in the ground. Take the scissors, then travel back and use the scissors to remove the label from the

corpse's name. Try using the battery on the Re-Animator corpse. Travel to the future and leave the room on the left. Use your battery on the cables and then pick up the little key that is revealed right. Travel to the past and open the desk drawer, then take the key to the ambulance from the inside. Go up the stairs and go through the Office A door again. Use the small key of the binder and search for it, but the files are numbered. Use your incager tag with the binder and you'll get a file with an address. Travel to the future and go left, then go through the garage door. Go back in time again and use your iron on the tire to repair the Handyman Ambulance. Use the ambulance key to leave. Chapter 6 Island Open the box on the floor, then look for it to get a trophy. Open the back door of the ambulance and take the jack and empty enema pump from the inside. Go right and look at the flooded boat, then try to empty it using the wrong wrong washing pump. Return to the ambulance and open the fuel cap, then use the empty enema pump on it to fill it with fuel. Return to the boat and empty it with the trophy, then fill the engine with fuel using the enema pump on it. Use the boat and you will head to the island. Use your jack on the fence, then go through the opening. Pick up the shears from the garden and use them on the chain link fence. Go through the hole you created. Open the camper door and enter. Use the switch and take the small key hanging on the wall. Go back outside and open the junction box, then press the switch inside to electrify the pond. Press the switch again and try to grab the fish, but you can't reach it. Go right and open the grill, then take the tongs from the inside. Use them to get the fish out of the pond. Come back through the hole in the fence and give the dead fish to the crocodile See You Later. Go right and pick up the chainsaw, then go through the hole in the fence again and get into the campervan. Use the empty chainsaw with the rest on the bench to fill it. Leave the camper and flip through the hole in the fence. Use your chainsaw on the front door and head inside. Chapter 7 The House Open the drawer on the right and look for it to get a matchbox containing 1 match. Go through the open door on the left and pick up the library's wine opener on the and a few books from the shelves on the left. Put the books in the fireplace, then use the matchbox on them Fahrenheit 451. Now lift the zebra-skin carpet and use your wine opener on the hatch so you can go down into the basement. Take the tanning bulb from the shelf on the right, then come back through the door, up to the ladder, and through the door of the Use the tanning bulb in the lamp on the right to recharge your time travel device. Go left and travel to the future. Pick up the twig of the small yellow table on the left. Go back in time and go down to the basement, then go back to the future. Take the fire extinguisher. Go back in time and go through the door, then travel to the future once again. Open the barrel of oil and dip your twig in it. Go back in time and walk through the door and climb the ladder. Travel to the future and fill your fire extinguisher with water barrel on the right. Go to the past again and light your twig on the fire with the fireplace. Go down to the basement and through the door on the right, then go back to the future and try to use your twig on the Pyromaniac oil barrel. Go back in time and go through the door, climb the ladder and walk through the door to the right. Travel to the future and use your twig on the vines here, then put out the fire with your fire extinguisher. Now you can take the axe. Go back in time and go left, then to the basement. Use your axe on the closed door here, then go through. Take the lava lamp on the left, then travel to the future. Plug the lava lamp into the electrical socket on the right, then take the wine bottle. Read all the books on the shelf here Dear Journal. Go back in time and walk through the door. Use your bottle of wine in the empty space in the shelves, then enter the secret room. Chapter 8 Outside of Archon Go to the future and examine the left parking meter to find a quarter. Read the charred pile of documents on the floor left Evidence Tampering. Go back in time and enter the night club on the left. Take another quarter of the small table, then talk to the bartender. Travel to the future and take the orange cable from the right, then go back in time and get out. Go to the future again and attach the cable to the right parking meter, then go down. Go left and search the hat on the floor to get another shift, then travel to the past and search the phone right to get a quarter more. Go to the future and ride the cable, then go back in time and enter the night club again. Give your 4 shifts to the bartender, then keep talking to him while he's doing your drink mixology. Now press the red button on the wall and quickly take the disco ball. Try your drink before you go. Jump to the future and get off, then travel to the past and get into the subway car, before returning to the future again. Use the disco ball on the beam of light, then take the screwdriver that is revealed. Go into the past and leave the car, then go to the future and use the screwdriver on the wall vent to the far left of this area. inside and turn the red valve. Go back through the vent and climb the cable, then go to the past and enter the night club. Travel to the future and search the corpse for a revolver. Travel back in time and go back outside, then towards the future and lower the cable, then enter the vent on the left. Go back in time and use your revolver to shoot at the Marksman fan's control box. Step forward and use the second fan control box. Go through the second disabled fan and search the toolbox to get some wire cutters. Travel to the future and go through the vent to the right. Go back in time and cut the red cable on the right with your wire cutter. Enter the subway car and pick up the key, then come back outside. Travel to the future and enter the vent on the left. Push the grid to the far left, then climb through. Travel back in time and use your key on the hatch in the ground, then go down. Chapter 9 Inside Archon Press the button on the control panel, then get out of the elevator. Travel to the future, then go through the far right door. Go back in time and walk through the round door, then take the instant camera from the ground. Leave this room, travel to the future and go through the left door. Search the corpse on the ground for a green pass. Search the file drawers on the ground just to the right and read the files inside Host of the Air. In the past, use your green pass on the middle door, then head inwards. Use your instant camera on the scary man on the right (eyes open). Now open the door on the right and go through. Talk to Frank here, then open the lower right drawer. Also take the apple core from the trash can, and touch the bright wall on the right to light it. Use your photo on the retinal scanner on the left, then head through that door to meet an angry scientist. Travel to the future and take the dustpan, then go back in time and back through the 3 doors and in the elevator. Go to the future and sweep the ground in the corner with your dustpan. Go back in time and get out of the elevator, travel to the future and go through the door on the right. Travel back in time and use your apple core on the Polaris 9 Super Computer Fanboy. Go through the round door to see that the time machine is gone. Leave this room again. Go back to the future and go left, then go into the past and enter through the middle door. Go through the door to the right. Place your floor and apple core in the open drawer on the right, then travel to the future and pick an apple from the tree. Go back in time and walk through the door to the left, then give the apple to the scientist. After leaving, take the acid-bubbling beaker. Come back through the 3 doors, then go through the door on the right, which will now be open. After the cut, go back to the hallway. Travel the future and go through the right door, then travel back to the past again. Use your acid beaker on the Polaris 9 Super Computer. Go through the round door and talk to Dr. Lambert. Examine the console of the time machine when asked, and then he will die Deja Vu. Now use your modified time machine. Chapter 10 Moebius Trip Trip left through 2 doors, then continue left until you find a shovel that you can pick up. Go straight back to the half-buried door and use the shovel to clear the entrance, then go through. Open the first aid kit, then take the piece of cloth from the inside. Leave this room and go through the door on the right, then use your piece of cloth with the flowing water to wet it. Go left again and head left until you find a dusty metal surface; Clean this with your wet fabric. Go straight back to the water-filled room and turn on the generator here, then examine the man trapped in the wall to get a machete. Go left and enter the other door just to the left, then sharpen your machete on the concrete block here. Go out and all the way to the left, then use your machete on the thick roots to clear them. Enter the orange cave talking to Frank, who will give you a cup. Go to the right and fill it with water flowing from the ceiling. Go all the way to the left in the cave and give the cup of water to Frank; After the cut, you will receive a fuse. Go back to the far right and through the round door. Insert the fuse into the large time machine, then use it. Search the dead guard for a small key, then pick up the broken frame piece from the ground. Use this metal frame on the fragile wall on the right and head through. Continue to the right and use your little touch on the drawer with the yellow note. Look in the binder to get a cryo console manual. Go back to the left and use the manual on the cryo console, then open the empty cryo chamber and climb inside Sleeper. Take the paper from the surveillance equipment, then pull the string to the left to open the door. Go out into the hallway, then open gate 3 and go inside. Try straightening the twisted Butterfingers image frame. Talk to the nervous man, then search the comfortable chair and you will find a remote control. Go back into the hallway, then open gate two and enter. Use the remote control on the TV, then take the crutch. Go back to the hallway, then return to your room through the door on the left. Use the crutch to spill the pens on top of the wardrobe, then pick up the pen on the floor. Go back through door 3 and give your pen and paper to the nervous man. Talk to him, and he'll give you a note. Go down the hallway and use your note on the keyboard, then go inside and talk to the doctor twice 21st Century Man.

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