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## Thimbleweed park delores hints

Discover other games FlagView History! will be a video walkthrough soon, but for now you will feel free to use the text walkthrough. Once you take control of the characters, you'll find that everyone has a new mystery item in their inventory. To beat the game, you need to solve the story for each character with this new item. The order in which you do this doesn't matter, but you should save Delores for the last one, as their end will end the game. Goal: Complete Agent Ray's StoryA's Agent Ray head to the hotel and go to ThimbleCon. Only one person will be in the room, so approach him and 'GIVE MAN THE TROPHY'. The man will take the trophy, dance in celebration and then leave. Once he is away 'PICK UP THE PUZZLE DEPENDENCY CHART' hanging from the front of his booth. This is the end of Agent Ray's story. Goal: Complete Agent Reyes' StoryA's Agent Reyes goes to Nickle News on a Street and walks in. GIVE THE CONFESSION TO NATALIE and this will trigger a dialogue. Tell her about your shovel and ask her to publish it. As soon as the newspaper flashes out again across the screen and Agent Reyes' story is now complete. Goal: Complete Ransom's StoryRemember how Sandy was the one in the diner who sent you to Ransom's flashback? Go to the diner and 'GIVE SANDY THE APOLOGY LETTER', which will trigger a dialogue until she agrees to send you back to the flashback to get one last chance to redeem yourself. During your show, you have the choice of choosing a new, nice dialog option or sticking to the original middle answers. Do whatever you want, but be aware that you are an achievement for choosing all medium dialogue decisions. Once the show is over, Ransom's story will be completed. Goal: Complete Frank and Delores' story (END) When Delores goes to the hotel and goes to the penthouse. Switch to Frank and drive to the penthouse. Once there, he approaches Xavier on the balcony and talks to him. Since Frank has gained his courage, you can now confront Xavier and force him to feel bad for the way he has treated the other spirits. After the conversation, Frank automatically grabs the crystal. Let both characters meet in the Ritual Room in the Penthouse. As Frank 'TALK TO DELORES' the two will finally be able to say goodbye. Frank will move on and his story will be over. As Delores walks to the bridge from the start of the game and approaches the corpse. As you can learn from the original Kickstarter video, you need to use 'USE THE BALLOON ANIMAL ON THE CORPSE' and the game environment will change (you'll see what I mean if you do). Eventually, they travel through the city back to the factory. When you get there 'OPEN THE GATE' and then try to make 'OPEN THE DOOR' just to find out that you can't. Instead, you can now simply go through doors and everything else. Make your way back to the PillowTron 3000 by walking through the explosion door, past the machines, through the laser room and through the giant fan. As soon as you get to the machine walk in it continue with USING THE TUBES' until all but one is pushed in. You have to try several times to push into the last tube and as soon as Delores gets her nerves, she will do it and finish the game. Congratulations on the completion of Thimbleweed Park! » Home / Walkthrough / Delores: A Thimbleweed Park Mini-Adventure - Walkthroughs & Playthroughs Have you got stuck in Delores: A Thimbleweed Park Mini-Adventure or are looking for the best way to continue? We have the solution to your problem! Use one of the walkthroughs, hints or playthroughs contributed by our readers to Delores: A Thimbleweed Park Mini-Adventure and don't be surprised! They will now control the two agents Ray and Reyes. Switch to Reyes and type the Polaroid movie to Ray. Go back to Ray, and then use the movie on the camera. Take a photo of the corpse, then look at the corpse to find a hotel key card. Walk up the Treestie Trail to the highway. Then walk down the street and talk to the pigeon brothers. Move to the right and get a bottle from the floor. Then drive to the main street of the city. They meet the sheriff in front of City Hall. Talk to him and then head inside. Go to the Coroner's Room and you'll be introduced to the BloodTron 3000, FingerTron 3000 and FaceTron 3000. Use the photo of the body on the FaceTron 3000, turn one of the lights green. It is your goal to find enough clues to do this to any light on the machines. Once you have done this, go to the filing cabinet and grab the fingerprint kit from the bottom drawer. Go upstairs and then go to the sheriff's office. After talking to him, open the middle drawer of the closet closest to the prison cell and grab the fingerprint book. Use them on the appropriate machine on the ground floor. Now leave the Coroner's office and go to the diner. Talk to Sandy and you will finally enter a flashback with Ransome the Clown. As Ransome, go to bed and grab the clown nose behind the clown doll. Use it to put it on. Next, you need to go to the lumpy poster on the wall and pick it up to reveal a hidden safe. Take the notes from the scoreboard. One of them (the brown note) will reveal clues to open the safe you just found. This is different in each play, with the aim of going to the circus and taking note of the three numbers needed for the combination. Go outside and talk to your lawyer, then go to the backstage entrance. Get the money from the swear jar, the hair gel, and the makeup, then leave. If you How many children Carney Joe has, go to the Midway and talk to him about his family. Another possible combination hint includes details about the background of his stable. If this applies to you, remove the number of objects from the note. With the three numbers in hand, go back to the safe and open it. Get the money and then go choose Carney Joe in full. He will give you your joke book back. Go to the backstage entrance and go to the stage at the canon. Stage, the woman with the mole and this will end the scene. Soon you will be transported back to the diner. Eat a hot dog, then go outside and right to Quickie Pal. Enter the bottle from the highway to Leonard to get 5 cents, then go back to the alley. They will be attacked and the perspective will shift to Agent Reyes. Go into the alley and get the discarded notebook, then go and eat a hot dog in the diner. Next, go down B Street and pick up the dime. Continue down the road to arrive at the bus station. Talk to the woman on the bench and you will then initiate another flashback. You will now play as Delores. Walk out of the mansion and pick up the gas can and a log from the porch. Then go to the gate to get your gaming magazine from George, the postman. Open it and your notebook should be updated with new destinations. Go to your room and use your computer to start filling out an application to work at MMusciFlem. Answer the personal data and then return from the application. The doorknob should now ring. Go to the front door and receive the letter for your uncle Chuck from George, the postman. Your next stop is the library, which is located behind the door on the stairs. Use the IndexTron 3000 to find the section number of the MMusciFlem programming book, and then go directly to the unnamed character. Remove the sign and go to the third floor to grab the book off the shelf. Make a note of the details inside and go to your room to do the test on your computer. Once you've successfully completed it, pick up the printed paper and go to the kitchen. Remove the glass from the cupboard and use it on the faucet. Then grab the broken ketchup bottle and the hot sauce from the fridge. Use the firewood and the hot sauce on the fireplace in the main hall, then extinguish the fire that is created with the water. Take the black spoon and head up in the room on the opposite side of the bedroom, on the far right of the screen. This is Uncle Chuck's bedroom. Once here, grab the ink bottle off the table and combine it with soot and gasoline to make ink. Then go to the bedroom and use the paper and ink on the PrinterTron 3000. Use the computer again to print the application, then grab it and go to the kitchen. Now all you need is stamps. To get this, collect some water from the faucet and place it in the microwave with Uncle Chuck's letter to dampen the stamps. You can now use them for your Use. Do this and put the finished letter in the mailbox. Five days will pass in the game and you will receive another letter from George. Go to your room and continue to select the Open option. When you have finally managed to read the letter, the only step left is to talk to Uncle Chuck. Go to his room and select this option. This ends Delores' segment. Once you regain control of Reyes, switch back to Agent Ray, which is now in a tunnel. Go left and make a note of the name that is set to Wall of one of the other rooms. You must call this number to get out of the sewer. Take control of Reyes and check the phone book through the defective payphone for the number of the person you have noted. It is located on B Street. Take down the digits. Then, after you've done this, go to Quickie Pal and use the dime on the canal gate outside. You should now be able to collect the dime as Ray and use the channel phone to call the number and ask the sheriff to save you. Once safe and earthly, talk to the Pigeon Brothers and offer your help. You will ask you to find them a tube. Visit Nicki Lee on B Street and she will give you the tube she mentioned for the defective hydrant. You have to remember the model, because she asks for it. Pipe in hand, go back and give it to them. Now you should be able to travel down a street to the Nickel News. Head inwards. The goal here is to get the map off the wall, as the police sheriff has confiscated all copies of the map in Thimbleweed Park. To do this, interact with the PoliceTron 3000 on your desk. She will tell you that she is expecting a call. Name the details of the incident she describes. Now go to Reyes and drive to city hall. Use The PoliceTron 3000 in the Sheriff's Office and provide the details you have noted. The reporter should therefore leave her station so that you can quickly return to Ray to copy the map from the wall. Use the five cents from the Quickie Pal and the original card on the PrinterTron 3000 to get your own copy of the card. Now you can go. Drive past The Quickie Pal to the view and go to the far right of the screen to unlock the rest of the map. From this point you can take the next steps in a number of different orders, so we will try our best to keep things as simple as possible. Next: Part 3 - The Arrest (Hotel) (Hotel)

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