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Spotlight room escape afterlight floppy 3 logic

Answers : 19-Click on the pillow, take a floppy disk 20-Click on the camera to film 21-Click on the closet and click on fluid #2 and a bottle of iodine 22-Click on the table. Tap iodine, tap the worksheet. 23-Tap the wall and tap the sheet. 24-Tap the door and tap the safe, enter the code : . 5 – OK – 45 – OK – 30 – OK – 0 – OK Take the screwdriver and switch. Tap the table and tap the sheet you just used iodine, the right is wire = Use a screwdriver on the wire and take the electrical plug. Move out and go to the electric panel. Developer Aleksei Aro said the app's privacy practices may include data processing as described below. For more information, see the developer's privacy policy. The following data may be used for tracking in apps and websites owned by other companies: Location usage data diagnostics May collect this data but are not linked to your identity: Procedures for diagnosing location ID usage data Diagnostics for usage data may vary, for example, depending on the features you use or your age. Other information Last updated: October 29, 2019In the spotlight room escape level you will find yourself in the concrete basement of the complex that came down from Room 4. Follow the tips below to escape from this area. You're in a concrete basement with a locked gate in front. Tap to the left, then tap the cables and 3 green lights on the right. Click on the free black hose to collect. Back to the hall view and click down the stairs and then on the barrels at the end to find and collect keyTap paper on the floor to the right of the barrels to collect it as well. Back up, but still looking at the bottom of the stairs click on the right corridor with an orange glow. Here are 2 big fans on the left and doors at the end. Tap to see the door and hold the key hanging on the wall next to it. On the floor at the right end behind the generator unit click to find the toolbox and collect the saw from the inside. Then tap the blue box next to it to find the 4-digit lock you want to open. Footprint: Solution: Open the box and collect the hacks. Back to the first area with the gate locked. Click on the bottom right to see the red jerrycan behind bars. Use the hacksaw to try to cut the rods here. Saw breaks, now combine the spare hacksaw blade to fix the saw and try again. This time it works and you can collect an empty jerrycanBack on the starter wall and click on the right side now to see another door and electrical box on the left. Use the second key you found to open this key. Inside there is a puzzle with different switches that you can click to rotate, but each affects the other. You must align all horizontally to unlock the puzzle. Once you have finished it you will find a piece of paper to collect with the diagram. Return to the left area to find two barrels at the bottom of the stairs. Remove the fuel tank and place the next to the barrels, and then use the black hose collected earlier to connect the barrel of the barrel Canister to fill jerrycan with fuel. Collect the hose and jerrycan again. Return to the bottom of the corridor with large fans and generator units. Use the fuel tank for generators and fill them, and then use the remaining key to unlock the panel closest to the unit. Tap again to see some dials. Set the dials to the correct values. Clue: Solution: Once set up correctly .. something's going to happen. Go back to the first area, but one get your way to replace the black hose in the place where you found it with 3 green lights. Now it will be positioned correctly and you will have 4 green lights. Now go to the view to the right of the starting point. In the electrical box, turn on the first switch, and then go to the door, which now has a green next to it. Tap this room to find several bunk beds and a desk. Tap the upper-left bed, and then tap the pillow to check underneath to find your pc disc. Tap the top right of the bed to locate the camera. Tap on it to get the movie roll out of it. Tap the cabinet unit on the back right side of the room and check the upper right corner to find a small bottle of iodine and a glass container with liquid in it and a word second on the label. Tap a table in the room to see a blank sheet of paper. Click again to view and then use the iodine bottle to uncover the hidden secure code track. Return to cabinets and close the upper right door to find the paper on the wall with a second secure code track. Open the lower right door to find the safe. Use the 2, leash above to find the combination open. Solution: Open the safe and collect the screwdriver and switch. Go back to the table and use a screwdriver to remove and remove the plug from the lamp cable on the table. Back in the hall return to the electrical cabinet and inside place the switch on the missing switch on the right. Turn on both switches to turn on the green lights. Return to the starting position and now turn face to face the door that was behind you from the beginning. There'll be a green light next to him. Enter this room. There is a desk with a computer. Tap the table to collect a small white sheet of photo paper, as well as paper from the shelves on the left. This letter has some line markings on it. Return to the room with the beds and tap the cabinets again. Tap the upper-left door to find the 4-digit code. Use the paper you just found to help you resolve the code. Clue: Solution: Open the door to collect roll tape and a second computer drive. Go back to the computer room. Before using your computer, tap the right arrow to see the door to the right of the room. You can't access this door anymore, but there is a picture on the right side of the door that is due you will need soon. Remember that pattern. Now go to your computer and use tape and then plug to repair the power cord and click on the plug to reconnect. Use both discs on your computer and the disc slots to insert them, and then tap to display the screen on the monitor, and switch on the right side. On the screen you will have access to 2 devices so far. Floppy 1 and Floppy 2. Each one has a puzzle to solve. Floppy Disks 1: This puzzle has a series of 3 grids. To complete them, you need to tap the squares to highlight them with the right pattern. Tip: Once the pattern is correct, you will move on to the next grid once 3 are finished you have completed the puzzle. Floppy 2: This puzzle has a 'plus' shape consisting of squares that are on or off. Each row or column of squares can be moved b by clicking on the arrows around the outside and you can also rotate parts of the pattern with other arrows. Move the pieces into the correct pattern on the competit puzzle. Tip: After completing these puzzles access the 'Control Panel' option on your computer. It has a map of the area you are in and shows unlocked and locked rooms, you are in the lower green room. You can use this screen to unlock rooms, but you can unlock only 1 room at a time. So you need to click on the green room on the right to lock it and then click on the read section on the left side of the computer room to unlock that. Back in the computer room sand turn right to see that the door is now unlocked. Open the door and unfortunately the passage is blocked, but you can collect a knife and UV lamp from the debris. Go back and use a knife cut to open the picture at the door that has a puzzle pattern on it. Behind the picture you will find a drill and some wire cutters. Now you need to return to the computer control panel screen and re-enable access to the room on the right where the beds are. Return to the room with beds and click now on the pipe that is in the upper left corner of the room. Tap the round plate again to remove it and find the wire mesh. Use the wire cutter to remove and collect the third computer disc. Return to the computer room and insert the new disc into your computer. Now you can access the floppy disk 3 puzzle. Floppy 3: This is a 3 x 3 grid where you can set the numbers. Tap Enter to light up the indicators for each row and column to tell you how many are correct. You have to try different combinations to get all of them right, but you only have 10 attempts before it resets. Unfortunately every time you reset the change combination, so you have to get the right numbers within 10 attempts. It can be very difficult, you have to use logic to figure out which ones to change every time and use trial and error and a bit of luck. Once you have solved this puzzle you can return to the control panel screen and allow access to the upper left area. Leave the computer room and go down the stairs to the door around the generators. This is unlocked now. This room has a photo development station on the table. Tap the cabinets on the left. Then tap the upper left door to find the code lock button. Use the UV lamp on the buttons to display fingerprints to reveal which buttons to press. Find the right order to stick them in and open the door. Open the door and collect the red light bulb. Also key from the top right shelf. Back to the room with the view. Tap the arrow on the left side of the room to see this area. There is a message on the wall: Cure Yourself or Doctor Will. Tap pipes hanging on the wall above the mirror to display them. Use the key to open the pipe and collect the paper. View paper from your inventory to see the 5 digit code: 17483Tap mirror and then click again to break and uncover the puzzle behind the solve. Tip: Solution: Something happens. Return to the room view and notice how the ladder appeared on the right. Click on it to go up through the hatch and find the locked door. On the ground collect the transmitter and on the wall collect some keysGo back to the room below and click on the cabinets on the left side again and use the buttons to open the bottom cabinet. Collect DetonatorsGo to photograph the development table in the room. Tap to collect the second bottle of liquid from the lower left shelf. Use photo paper from your inventory to place under the projector. Use the role of the movie to place it in the projector. Use 2 bottles of liquid to fill 2 trays on the right. Then use a red light bulb to place in Lamp. Now turn on the red lamp and turn on the projector. Collect the photo paper, then place it in the first tray of the bath, then collect again and place in the second tray. Then finally collect the processed photos that you can view from your inventory. Once you have this photo, you need to go back to the room with the beds. On the way, however, you need to go to the computer room and use the control display to re-access the room. Enter the room with the beds and tap the table, and then tap the box on the wall at the top left. It will show the puzzle. This riddle is hard. A track is a photo you just took. Tip: Solution: Code: Once done, you can eject and then collect dynamite from the box on the wall. To use control panel, return to the computer room. This time they allow access to the top. Then go back down to the door to the photo room. The door will be locked. Use the drill bit on the wall to the left of the door to make 2 holes. Then combine the detonator and dynamite in your inventory and place them on the wall (in the holes). Return to the computer room and place the transmitter on the table. Then you can click on it to detonate the dynamite. Go back downstairs to find out that the door is now open. Enter the photo lab room, then use the ladder to go up through the hatch. The door at the top should be unlocked (from the control panel). Tap the door to leave this level and finish it. Room 5 - Afterlight Tutorials We have questions and answers on this topic that can also help you: View all

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