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## Adventure escape murder manor chapter 2

Murder Manor Chapter 2 A portion of Walkthrough murder - Play as a detective to solve the murder in the stately home ! Meet the suspects in the stately home and solve puzzles to escape ! Can you solve the murder and escape? Adventure Escape: Manor murder mystery room, detective story doors and floors! Escape Room Game by Haiku Adventure Games Escape Murder Manor Chapter 2: A serving of murder solution you're in the kitchen. Get the onion from the right basket and the dirty pan, place it in the sink to clean it. Look at the chicken recipe left in the fridge. It's the clue to how to cook chicken. Open the fridge and take the raw chicken. Put the pan on the right stove then add the chicken. Put the onion on the cutting board. Go out and memorize the track on the wall : square triangle board (count how many lines) Get parsley and tomato left and then go back inside the kitchen. Put tomato on the cutting table. Open the left drawer using the code 431 and get a knife inside. Use the knife to cut the onion and tomato. Add parsley and the two ingredients cut into the pan to get a cooked chicken. Go out and give the chicken to the raccoon. It will come out and you can open the container. Move the garbage around to find the poison vial. proceed to Chapter 3 of a series of problems or watch the full adventure escape murder Manor Walkthrough chapter 2murder manor chapter 2murder manor walkthrough chapter 2 Adventure Escape: Murder Inn (Murder Manor 2) By: Haiku Games This is a complete step by step walkthrough guide with hints, tips, tricks, solutions and answers for the puzzle game iOS and Android. Adventure Escape : Murder Inn , by Haiku Games. Sientent feels free to ask for additional help in the comments section. Walkthrough: Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8 | Chapter 9 Chapter 2: You can watch my video for Chapter 2 here or continue below for my step by step guide. 1. Oh no! Emma's gone! Let's check your room. The door is locked. So go through the left door. Move your shirts aside to see a sign that says JUST PLAY. Open the drawer to get a key. 2. Use the vacuum cleaner to clean the spilled laundry detergent. Use the key to open the closet and take the laundry basket. 3. Place the laundry in the washing machine. You'll see a note when it's done that says JAY, but you can't get it. 4. Leave the room and look at the carpet on the floor. It says WELCOME TO MOUNT WINTER and has an image of a mountain. 5. Tap the skis on the right. Arrange them to match the shape you saw on the welcome mat. Now we need to find a three-digit code to open the wall safely. track is JAY from the washing machine along with JUST PLAY. Find the J A and Y in JUST PLAY and count the number of letters. So it goes: J = 1 A = 7 Y = 8 Adventure Escape: Murder Manor (Mystery Room, Doors, and Floors Detective Story!) By: Haiku Games This is a complete walkthrough guide with help, tips, tricks, solutions and adventure escape answers: Murder Manor Room, doors and flats detective history!) by Haiku Games. There are videos everywhere, too. See my other adventure escape guides. Walkthrough: Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8 | Chapter 9 Chapter 2: A Murder Service 1. You're in the kitchen. Find the chicken recipe in the fridge. Collect the dirty pan and place it in the sink to clean it. Then place it on the stove. Take an onion and place it on the cutting board. 2. Open the fridge and grab the raw chicken. Place it in the pan. You can also watch my walkthrough video for chapters 1-4 here: 3. Go outside. Look at the track on the wall. Also, take some parsley and a tomato. Then go back inside the kitchen. 4. Unlock the drawer by entering 431 from the outside track (4 lines, 3 lines, 1 line). Grab the knife. Use it to cut the onion and tomato. Then add the rest of the ingredients to the pan to get a cooked chicken. 5. Go back out and give the chicken to the raccoon. He'll get away with it so he can look through the container (yay?). 6. Move the trash to find the poison vial! Click the chapter you need below or click here to continue to Chapter 3. Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8 | Chapter 9 \*\*\* Note: Sometimes a promotional code is provided for a game, but it does not affect the review in any way. At AppUnwrapper, we strive to provide top quality reviews. Check out my recommended list for other games you would like. If you like what you AppUnwrapper.com, please consider supporting the site through Patreon. Every little helps and is very appreciated. You can read 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 trials and consultancies for iOS developers. NOTICE ON © APPUnwrapper 2011-2020. The unauthorized use and/or duplication of this material without the express written permission of the author of this blog is strictly prohibited. Links can be used, as long as full and clear credit is given to AppUnwrapper with a suitable and specific direction to the original content. Escape Adventure: Murder Manor (Mystery Room, Doors and Floors Detective Story!) By: Haiku Games This is a complete walkthrough guide with help, hints, tips, tricks, solutions and answers for Adventure Escape: Murder Manor (Mystery Room, Doors, and Floors Detective Story!) by Haiku Games. There are videos everywhere, too. See my other adventure escape guides. Walkthrough: Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8 | Chapter 9 Chapter 1: Invitation to dinner 1. Grab the letter that I from the floor and place it in the word Wickham on Door. Then get the key and use it to open the door. 2. Head towards the door. Collect all three stars and enter. 3. Set the dinner table: You can also watch my walkthrough video for chapters 1-4 here: 4.4. The dining room and get the key from the small stop. Then use it to open the door to the basement. 5. Collect the hammer and red wire. Then use the hammer to break the boxes and get more wires. Get the screwdriver and another wire from the drawers. Also, get the hint on the table. Then use the screwdriver to open the fuse box and solve the puzzle. (ROYGBIV means rainbow colors. Simply match the colors to the numbers red mode = 1, orange = 1, Yellow = 3, Green = 2, Blue = 4, Indigo = 3, and Violet = 4.) 6. Go back to the dining room. Click the chapter you need below or click here to continue to Chapter 2. Chapter 1 | Chapter 2 | Chapter 3 | Chapter 4 | Chapter 5 | Chapter 6 | Chapter 7 | Chapter 8 | Chapter 9 If you like this game, you may also like Shadowmatic. 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