

Click to prove
you're human



Using the pile of items visible above you can jump over the fence. Open the first door and enter the room. Continue forward and open consecutive doors (always the ones you find first). Finally, you encounter the neighbor's house. It is actually better to get caught. This way you get to the start of the location you were headed to anyway. Go to the room where you flipped the painting. Watch out for a new neighbor, as he is patrolling the area. Use the level visible above (previously, it was not active, because the generator was not turned on). After reaching the corridor visible above, you will be chased by the neighbor - run towards the end of the corridor until you reach the door. They are locked with several locks so you have no chance to escape. After the neighbor catches you, Act 1 will end. Hello Neighbor: Walkthrough Hello Neighbor: Act 2 - how to get the first red key? After regaining control over the main protagonist, go towards the ball. After a short cutscene, you are caught by the neighbor (unavoidable). Now, you find yourself opposite your neighbor's house. First, go inside your own house - it is right behind you. Pick up something to smash a window with (e.g. the TV set) and two cardboard boxes. Now, go towards the rack visible in the screenshot above. Stack two boxes (one on the top of) another - this will allow you to access the roof. Jump on the roof visible in the screenshot above. You have to sprint before the jump - watch out not to jump too far, though. Continue along the room and break the first window to the left. Use it to enter the room. There, you can find a lever that allows you to move the platform presented in the picture. Also, there is a fan next to that lever - you can use it to move the lever but you need to provide power to it first. The picture (the biggest one), presented in the screenshot, is located in the room with the lever. Take it and add to your inventory - this reveals a hole in the wall and gives you access to another room. Go there. Inside, you can find the switch presented in the screenshot. Use it - this activates the fan. Now, you have to move the lever (the one that controls the platform) in a such way that the platform would be on the ground (the lever needs to be moved up). Then, place an item (e.g. a box) on the shelf with the fan - it starts moving until it reaches the lever and activates it. In the meantime, you have to quickly get on the platform - you have to reach it before the item moves the lever. After going up on the platform and enter the room. The neighbor might hear you, so stay vigilant. On the table, to your left, is the red key. Pick it up. Interestingly enough, after being caught by the neighbor, there is a chance you will be taken to another location - in order to exit it, go towards the door visible in the screenshot above. Now, you have to enter neighbor's house. Best do it using the front door. Then, immediately enter the first room to the right. The neighbor is bound to hear you so you have to be quick. Inside the room, you can find the door with the red lock. Use the key you found earlier on the lock to enter a new location. Open the washing machine visible above. This will allow you to continue. For now, you do not have to worry about the neighbor - he will show up later on. Continue forward until you reach the room with the pallet. Pick up the can. Break one of the windows and use it to leave the room. Go forwards and use the lever visible on the left-hand side of the screenshot above. This will open the grid. Continue forward until you reach the place visible above. You can find a flashlight there (where the light is) - it is worth taking it, as the location is dark. Use the next lever (next to the dummy) and enter another room. Inside, you see the painting visible above. Lay it down on the nearby fence - just put the painting on the ground and flip it by pushing it with your character. This will allow you to go over the fence. Turn the generator on. Without it, you cannot leave this location. Using the pile of items visible above you can jump over the fence. Open the first door and enter the room. Continue forward and open consecutive doors (always the ones you find first). Finally, you encounter the neighbor. You do not have to run away - it is actually better to get caught. This way you get to the start of the location you were headed anyway. Go to the room where you flipped the painting. Watch out for the neighbor, as he is patrolling the area. Use the level visible above (previously, it was not active, because the generator was not turned on). After reaching the corridor visible above, you will be chased by the neighbor - run towards the end of the corridor until you reach the door. They are locked with several locks so you have no chance to escape. After the neighbor catches you, Act 1 will end. how to move around huge neighbor's house? Act 3 is the last chapter in Hello Neighbor. During this act, you get to explore the neighbor's house and fight the final battle. How to get the red key? How to get the green key? How to get the basement access card? How to defeat the boss? You begin this act in the apartment. Wait until you receive the letter. After reading it and watching the cutscene you will find yourself in a new location. Take the key from the car's trunk and enter the green house. After another cutscene finishes, pick up the phone. After watching the next cutscene you will regain full control over your character. Firstly, enter the neighbor's house through the front door and go to the right along the corridor until you reach the stairs visible above. Go upstairs. Jump onto the lamp visible above. And now, enter the room presented above. Moving the picture with the gunpoint opens a secret passage nearby. You can jump out of this location (the same way you got in here) or use the lever to open the grid. The secret passage mentioned before can be seen in the screenshot above. Go inside it. The screenshots above show rooms you are bound to pass. Soon after, you will reach the room, from which you can jump to another location. Before doing it, though, take the crowbar presented in the screenshot above. At the moment, you cannot pick it up as it is hot, nonetheless, it cools after a while. Now you can jump down. Take the umbrella that you can find there - it will be very useful later on. Stand on the platform and throw something (e.g. a chair or a cardboard box) at the switch presented above. This will result in moving the platform up. After reaching the top, open the door leading to the new location. In this location, you need to have to reach the end of the hall with a trolley filled with five different products. Dummies will try to interrupt - should they approach you, you will have to start over and the products disappear from the trolley. If you see a dummy coming closer, simply crouch. It should lose its interest in you. If that did not happen, run. The products you need to have in your trolley are visible in the screenshot above - you can find all of them on the shelves next to the track. You cannot leave this location without these products. After passing the cash register, go towards the door with the Exit sign on them. This way, you return to your neighbor's house. Go to the back of the house and approach the small window visible above using a cardboard box. Switch the lever through the window to open the doors inside the house. You can enter the house through the front door, however, it is better to break a nearby window and go left. Climb the ladder to the penultimate floor. Open the door and jump on to the train track. Then, jump inside the place visible above. Jump through the hole to reach another box. Use the button and the lever to turn the train on. It will start running around the house's roof. Hello Neighbor: Act 2 Hello Neighbor: Act3, How to get the red key? Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. What you need to know before starting Hello Neighbor! Guides Last update: 07 May 2020 Download Guide Games you are not permitted to copy any image, text or info from this page. This site is not associated with and/or endorsed by the or . All logos and images are copyrighted by their respective owners. Copyright © 2000 - 2025 Webedia Polska SA for gamepressure.com, unofficial game guides, walkthroughs, secrets, game tips, maps & strategies for top games.

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