Click to prove you're human



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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. This article is over 7 years old and may contain outdated information After hours of flipping switches, breaking windows, hiding in closets, and picking up every object known to man, you're probably more than a little stumped on how to complete Hello Neighbor's Act 1 segment. If you are having trouble getting into the basement and figuring
out how to proceed past all those stubbornly locked doors, we've got you covered with a step-by-step guide to the main puzzles and not diving into all the various secrets for every achievement. If you want to fully experience the game, be sure to explore the whole
house instead of heading straight for the basement! Related content: Hello Neighbor Basic Controls For those just jumping into the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation on the game and getting frustrated by the lack of explanation of expl
going into previous inventory slots. After the opening segment, press and hold E to pick up any object that makes the reticle become a larger circle, then hold the right mouse button to aim and release to throw. The longer you hold, the farther and harder it goes. If you only right click without holding, objects won't actually break windows. Knocking
over the neighbor with a coffee mug Objects can also knock over the neighbor, so keep something like the bowling ball or even a cup in your inventory for situations where you can't hide. If you hold down the right click for a stronger throw, he'll be knocked off balance for a few seconds so you can get away. Hiding under beds or inside cabinets only
works if the neighbor didn't specifically see you enter the room, so you need to get ahead of him when he's chasing you. Hello Neighbor Act 1 House Exploration Your goal at the beginning isn't to explore all the rooms in the house, but rather use boxes and get up on the roof where you can access the top floor. Before heading to the neighbor's house,
open the closet beneath the stairs in your house to get four boxes for free. Its easier to grab them here than to get the boxes! Because of how wonky the controls are and how easy it is for boxes to slide off the roof, I recommend breaking out the second floor window
before you even go up there. Just grab something like the ball or even the weird eye painting off the wall in your house and chuck it up at the window from near the fence. After that's done, make sure there are at least two boxes in your inventory and climb up the leaning yellow shelves to the left of the front door. Break this window! Head to the top
yellow shelf and drop two boxes on top of each other. Jump on the box tower, then turn left and jump onto the brown section above the porch. If you have trouble getting across, drop another box so you can jump from a higher vantage point. From there, walk forward and jump across
the white lattice to the brown awning in front of the window you broke previously. Inside the bedroom, throw a box (or any object in the room) at the painting of the flower next to the door and then unlock it so you can get through easier. To
your right, look for a keyring on the wall and grab the red key. This one will let you open the trunk to the red car back down on the lawn. Go back out the magnet, which lets you steal metal objects from a distance. Ain't no junk in this trunk! With the magnet in hand, grab
several boxes and head around to the back of the house near the area with the ladder (blocked by a shoddy fence completed with some boards). Look for a small open window that's positioned up high enough that you can't quite reach. Set down a few boxes in front so you can jump up and see inside to the work shed area. Making your own path I
found it easiest to create a step ladder using a large box as a base and two tiers of small boxes to actually get up high enough. You can't use the magnet to grab the wrench just yet, but you can pull the silver lock pick off the shelves (near all the pots of glue). After grabbing the pick, go inside the open window on the side of the
house (the one with the black wire running inside) and open the door to your left. Knicking the lock pick In the hallway, you can now use the lock pick. Now you can physically grab the wrench off the wall instead of using the magnet. Head back
outside to the exact same place where you previously made the box tower and stole the lock pick. The wrench is ours! Use the wrench on the makeshift fence that is blocking access to the ladder right next to the shed window. Climb up the ladder to get to the roof and run across a wood plank until you can look down and see through a hole in the
ceiling. Jump down the hole to enter that room that was previously locked and couldn't be accessed. Now you can pick up the red key on the green table that was seen in the game's opening cinematic. Head back downstairs to the main floor and you can now use the red key to unlock the basement. Huzzah, the first part of Act 1 is complete! Jumping
through the roof Hello Neighbor Act 1 Basement Guide After running down the stairs, open the old timey washing machine up against the wall to reveal a secret passage into the next area. Open the door to discover a rather disturbing room where a whole fake world has been created to fool someone (anybody else thinking of the opening segment of
Prey?). Pull one of the paintings of an open window off the wall to exit the fake room stage and access the rest of the basement. There's more than just dirty laundry in there! There's a wall breaker you can turn off, but don't do it just quite yet. Instead, flip the nearby wall switch to open the grating to another room and gain access to very large area
to explore. You are looking for a section with a red light bulb and a marionette near another grate. Flip the switch to open the grate and you will see a large open room with a fence. Behind the fence is a generator and some sparking wires that can't be reached. Near the fence, pull the chair off the door and head into the next room. To your right on
the wall is a section of black bricks which you can break by throwing any object. If it seems suspicious, always try breaking it! Through the broken and the generator, but don't do that yet since you don't want to get electrocuted. With the wall broken and all the grates opened, go back to the beginning and
flip the wall breaker you ignored earlier. This turns off the sparks so the switch can be safely used. Now you can turn on the generator to power the final exit, which is back on the opposite side of the fence (in the room before the hallway before you broke the brick wall). Flip the switch on the green lit exit door and get ready to run! After a chase you
end up at a door covered in colored locks that you don't have keys for. All appears to be lost... What the heck? I don't have any of those keys! Although it seems like the end, this frantic chase to nowhere is actually just the beginning! Special thanks to YouTuber Razzbowski for a handful of the screenshots above. Did you find any other ways to access
the areas besides our method? Let us know in the comments below. Stay tuned as we cover the next act of the game where you try to break out of the house instead of sneak in, and things get even more crazy on the story front. GameSkinny is supported by our audience. When you purchase through links on our site, we may earn a small affiliate
commission. Learn more about our Affiliate Policy, the free encyclopedia that anyone can edit. 107,747 active editors 7,024,662 articles in English Lieutenant-General Henry de Hinuber (1767–1833) was a Hanoverian army officer who commanded units of the King's German Legion (KGL) during the Napoleonic Wars. Initially serving in the
Hanoverian Army, in 1782 he fought in the Second Anglo-Mysore War in India. He was present at the siege of Cuddalore. The French Revolutionary Wars began a decade later and Hinuber served in the Flanders Campaign. When Hanover was invaded in 1803, Hinuber offered his services to the British Army and was given command of the 3rd Line
Battalion of the KGL before commanding a brigade in the Bay of Naples in 1809. He was promoted to major-general in 1811 and given commanded his brigade at the Battle of Nivelle in 1813 and then at the siege of Bayonne the following year, when he led the response
to the French counter-attack. He joined the army of the new Kingdom of Hanover in 1816. He received his last command in 1831, of the 2nd Division of a corps of the German Federal Army, and died in Frankfurt two years later. (Full article...) Recently featured: Hurricane Claudette (2003) Trinity (nuclear test) Manitoba Archive By email More
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communications director, 100 men could beat a single gorilla if they "envelop the gorilla and create a human straightjacket"? ... that the memorial for James Bunbury White, the founder of Whiteville, North Carolina, was knocked down in a car crash 200 years after his death? ... that before the establishment of Singapore's Rail Test Centre, the bulk of
rolling-stock testing had to be conducted overseas? ... that the artist Cady Noland has disavowed artworks that she no longer considered genuine because they were damaged or altered? ... that Li Jinhua was the first female
Syrian Armed Forces result in hundreds of deaths. The International Criminal Court issues arrest warrants for Taliban leaders Hibatullah Akhundzada and Abdul Hakim Haqqani over their alleged persecution of women in Afghanistan. Flooding in Central Texas, United States, leaves at least 140 people dead. Ongoing: Gaza war Russian invasion of
 Ukraine timeline Sudanese civil war timeline Recent deaths: Felix Baumgartner Fauja Singh Bradley John Murdoch Frank Barrie Ihor Poklad Glen Michael Nominate an article July 18 Nadia Comăneci on the balance beam 1290 - King Edward I issued an edict to expel all Jews from England. 1723 - Johann Sebastian Bach directed the first performance
of his cantata Erforsche mich, Gott, und erfahre mein Herz in Leipzig. 1976 - At the Olympic Games in Montreal, Nadia Comăneci (pictured) became the first person to score a perfect 10 in a modern Olympics gymnastics event. 1989 - American actress Rebecca Schaeffer was shot and killed by Robert John Bardo, eventually prompting the passage of
anti-stalking laws in California. 1995 - Selena's album Dreaming of You, instrumental in popularizing Tejano music, was released posthumously. Benito Juárez (d. 1872)Richard Branson (b. 1950)M.I.A. (b. 1975)Amy Gillett (d. 2005) More anniversaries: July 17 July 18 July 19 Archive By email List of days of the year About Painted bat There are 30
extant kerivouline species, which are members of Kerivoulinae, one of the four subfamilies of Vespertilionidae, itself one of twenty families of bats in the mammalian order Chiroptera, and part of the microbat suborder. Kerivoulines, or woolly bats, are found in Africa and Asia, primarily in forests and caves, though some species can also be found in
grasslands, savannas, or wetlands. They range in size from the least woolly bat, at 2 cm (1 in) plus a 2 cm (1 in) plus a 2 cm (1 in) plus a 7 cm (3 in) tail. The 30 extant species of Kerivoulinae are divided between two genera, with 26 species in Kerivoula and the remaining four in Phoniscus. (Full list...) Recently featured:
 Accolades received by Inception 1956 Summer Olympics medal table Municipalities in Prince Edward Island Archive More featured lists The Basilica of St Paul is a Catholic parish church in Rabat, Malta, located on the edge of the site of the Roman city of Melite. The present church was built between 1653 and 1658, replacing a church that was
completed in 1578. It was constructed with funds from the noblewoman Cosmana Navarra, on plans prepared by Francesco Buonamici. The final stages were completed by Lorenzo Gafà. It was elevated to the status of a minor basilica in 2020. The church features a grotto where, according to tradition, Paul the Apostle lived and preached during his
three-month stay in Malta in AD 60. This photograph shows the facade of the Basilica of St Paul in 2021. Photograph credit: Diego Delso Recently featured: Clouded Apollo Anne of Cleves Rosencrantz and Guildenstern Archive More featured pictures Community portal - The central hub for editors, with resources, links, tasks, and announcements
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Retrieved from " 2 This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. "1290" - news · newspapers · books · scholar · JSTOR (August 2017) (Learn how and when to remove this message) Calendar year Years
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("the Venetian"), after an election by Hungarian nobles, who is crowned by Archbishop Lodomer as new ruler of Hungary and Croatia in Székesfehérvár on July 23.[1][2] December 18 - King Magnus III of Sweden ("Birgersson") dies after a 15-year reign. He is succeeded by his 10-year-old son Birger ("Magnusson"). Although, Sweden is an elective
monarchy, Birger had already been appointed heir to the throne in 1284. July 18 - Edict of Expulsion: King Edward I of England ("Longshanks") orders all Jews (at this time probably numbering around 2,000) to leave the country by November 1 (All Saints' Day[3]). The edict was decreed on Tisha B'Av on the Hebrew calendar, a day that
commemorates many calamities. They are eventually allowed back in 1656. September - The 7-year-old Margaret, Maid of Norway, queen-designate and heir to the crown of Scotland, dies en route to the British Isles in Orkney, leading to thirteen competitors for the crown of Scotland, a succession crisis. November 28 - Eleanor of Castile, wife of
Edward I, dies while traveling in the North. She has been suffering from illness for some time, and the cold and dampness of the winter months probably aggravate her condition. December - Edward I travels with the body of Queen Eleanor from Lincoln to London. Remembering his wife, Edward erects a series of crosses at each location that the
body rests overnight. These are known as the twelve Eleanor crosses. Winter - The second of the Statutes of Mortmain passed during the reign of Edward I, puts an end to the practice of subinfeudations. The statute allows land to be sold
according to royal approval, as long as the new owner answers directly to his lord or the king. June - Genoa concludes a new commercial treaty with the Mamluks; five galleys sent by King James II of Aragon ("the Just") join the Venetian Crusader fleet (some 20 ships) on its way to Acre. On board the fleet are Italian urban militias and mercenary
forces under Seneschal Jean I de Grailly, who have fought for the Papal States in the so-called Italian Crusaders massacre Muslim merchants and peasants, and some local Christians in Acre. Some claim it began at a drunken party – others that a European husband found his wife making love to a Muslim. The barons and
local knights try to rescue a few Muslims and take them to the safety of the castle, while some ringleaders are arrested.[5] August 30 - Survivors and relatives of the massacre at Acre take bloodstained clothing to Sultan Qalawun ("the Victorious") in Cairo, who demands that the leaders of the riot be handed over for trial, but the nobles refuse to send
them and Qalawun now obtains legal clearance from the religious authorities in Cairo to break the truce with Crusader states.[6] October - Qalawun orders a general mobilization of the Mamluk forces. In a council, it is decided that a peace delegation be sent to Cairo under Guillaume de Beaujeu, Grand Master of the Knights Templar. However
Qalawun demands huge compensation for those killed in Acre, and sends a Syrian army to the coast of Palestine, near Caesarea.[7] November 10 - Qalawun ("the Victorious") dies as the Egyptian Mamluk Sultanate. Khalil orders his allies and tributaries
in Syria to prepare for a campaign next spring. Governors and castle commanders are ordered to assemble siege equipment and succeeded by Jalal-ud-din Khalji (or Firuz Shah I), founder of the Khalji dynasty, ending Mamluk rule and instigating the
Khalji Revolution.[9] September 27 - The 6.8 Ms Zhili earthquake affects the province of Zhili in China, with a maximum Mercalli intensity of IX (Violent), killing 7,270-100,000 people. June 8 - Beatrice Portinari, muse of the Italian poet Dante Alighieri, dies in Florence. In his Divine Comedy (La Divina Commedia), he transforms his memory of
Beatrice into an allegory of divine love.[10] "Year without winter" - An exceptionally rare instance of uninterrupted transition, from autumn to the following spring, in England and the mainland of Western Europe.[11] March 1 - The University of Coimbra is founded in Lisbon by Denis I ("the Poet King"). He decrees that Portuguese is the official
language of Portugal, replacing classical Latin in that capacity. The Dnyaneshwari is written in India. This holy book is a commentary on the Bhagvad Gita and is narrated by Dnyaneshwari is written in India. This holy book is a commentary on the Bhagvad Gita and is narrated by Dnyaneshwari is written in India. This holy book is a commentary on the Bhagvad Gita and is narrated by Dnyaneshwari is written in India. This holy book is a commentary on the Bhagvad Gita and is narrated by Dnyaneshwari is written in India.
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Pisano (or Pontedera), Italian sculptor and architect (d. 1348) Barlaam of Seminara, Italian cleric, scholar and theologian (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen of Germany (House of Piast) (d. 1348) Beatrice of Silesia, queen 
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mathematician and astronomer (d. 1344) John Maltravers, English nobleman, knight and governor (d. 1364) John Parricida, German nobleman (House of Habsburg) (d. 1312) Jyotirishwar Thakur, Indian playwright, poet and writer (d. 1364) John Parricida, German nobleman (House of Habsburg) (d. 1343) Kitabatake Tomoyuki, Japanese nobleman and
poet (d. 1332) Kujō Fusazane, Japanese nobleman, official and regent (d. 1327) Peter of Castile, Lord of Cameros, Spanish nobleman and prince (infante) (d. 1319) Pierre Bersuire (or Bercheure), French translator and encyclopaedist (d. 1362) Rabbenu Yerucham, French rabbi and scholar (posek) (d. 1350) Richard de Willoughby, English landowner
and politician (d. 1362) Rudolf Hesso, Margrave of Baden-Baden, German nobleman (House of Zähringen) (d. 1335) Sesson Yūbai, Japanese Buddhist monk, priest and poet (d. 1347) Theodore I, Marquis of Montferrat ("Palaiologos"), Byzantine nobleman and writer (d. 1338) Willem van Duvenvoorde, Dutch nobleman and knight (d. 1353) January 28
Dervorguilla of Galloway, Scottish noblewoman (b. 1210) February 3 - Henry XIII, Duke of Bavaria, German nobleman, co-ruler and knight (b. 1235) March 26 - John Kirkby, English bishop, vice-chancellor and statesman April 26 - Gaston VII, Viscount of Béarn ("Froissard"),
French nobleman and knight (b. 1225) May 10 - Rudolf II, Duke of Austria, German nobleman (House of Habsburg) (b. 1270) June 8 - Beatrice Portinari, Italian muse of Dante (b. 1285) June 23 - Henryk IV Probus ("the Righteous"), High Duke of Poland (b. 1258) July 10 -
Ladislaus IV ("the Cuman"), king of Hungary and Croatia (b. 1262) September 26 - Margaret, Maid of Norway, queen of Scotland (b. 1283) November 28 - Eleanor of Castile, queen consort of England (b. 1241) December 18 Herman I, German nobleman (House of
Henneberg) (b. 1224) Magnus III (or I) ("Birgersson"), king of Sweden (b. 1230) Adelaide, Countess of Gloucester, French noblewoman (House of Lusignan) (b. 1251) Alice de Lusignan, Countess of Gloucester, French noblewoman (House of Lusignan) (b. 1232) Adelaide, Countess of Gloucester, French noblewoman (House of Lusignan) (b. 1251) Alice de Lusignan, Countess of Gloucester, French noblewoman (House of Lusignan) (b. 1251) Alice de Lusignan, Countess of Gloucester, French noblewoman and ruler (suo jure) (b. 1251) Alice de Lusignan) (b. 1251) Alice de Lusignan, Countess of Gloucester, French noblewoman (House of Lusignan) (b. 1251) Alice de Lusignan) (b. 1251) (b. 1251) Alice de Lusignan) (b. 1251) (b.
1236) Cecilia Cesarini (or Caecilia), Italian noblewoman and nun (b. 1203) Eison, Japanese Buddhist scholar-monk, disciple and priest (b. 1201) Elizabeth the Cuman, queen of Hungary (House of Arpad) (b. 1244) Fakhr al-Din Mustawfi, Persian finance minister, advisor and vizier ^ Engel, Pál (2001). The Realm of St Stephen: A History of Medieval
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the 12th century Millennia 2nd millennia 2nd millennia 2nd millennia 2nd millennia Century 12th century 13th century 13th century 13th century 13th century 13th century 13th century 12th century 13th 
Hemisphere at the beginning of the 12th century The 12th century is the period from 1101 to 1200 in accordance with the Julian calendar. In the history of European culture, this period is considered part of the High Middle Ages and overlaps with what is often called the "'Golden Age' of the Cistercians". The Golden Age of Islam experienced
significant development, particularly in Islamic Spain. In Song dynasty China, an invasion by Jurchens caused a political schism of north and south. The Khmer Empire of Cambodia flourished during this century, while the Fatimids of Egypt were overtaken by the Ayyubid dynasty. Following the expansions of the Ghaznavids and Ghurid Empire, the
Muslim conquests in the Indian subcontinent took place at the end of the century. Main article: 1100s The Ghurid Empire converted to Islam from Buddhism. 1101: In July, the Treaty of Alton is signed between Henry I of England in
exchange for a yearly stipend and other concessions. The agreement temporarily ends a crisis in the succession of the Anglo-Norman kings. 1101-1103: David the Builder takes over Kakheti and Hereti (now parts of Georgia). 1102: King Coloman unites Hungary and Croatia under the Hungarian Crown. 1102: Muslims conquer Señorío de Valencia
1103-1104: A church council is convened by King David the Builder in Urbnisi to reorganize the Georgian Orthodox Church. 1104: In the Battle of Ertsukhi, King David the Builder defeats an army of Seljuks. 1107-1111: Sigurd I of Norway
becomes the first Norwegian king to embark on a crusade to the Holy Land. He fights in Lisbon and on various Mediterranean isles and helps the King of Jerusalem to take Sidon from the Muslims. 1108: By the Treaty of Devol, signed in September, Bohemond I of Antioch has to submit to the Byzantine Empire, becoming the vassal of Alexius I. 1109:
On June 10, Bertrand of Toulouse captures the County of Tripoli (northern Lebanon/western Syria). 1109: In the Battle of Hundsfeld, Boleslaus III Wrymouth defeats Emperor Henry V of Germany and stops German
expansion eastward. Main article: 1110s 1111: On April 14, during Henry V's first expedition to Rome, he is crowned Holy Roman Emperor. 1113: Paramavishnulok is crowned as King Suryavarman II in Cambodia. He expands the Khmer Empire and builds Angkor Wat during the first half of the century. He establishes diplomatic relations with China
1115: The Georgian army occupies Rustavi in the War with the Muslims. 1115: In Java, King Kamesvara of Kadiri domination, highly possible under royal marriage. During his reign, Mpu Dharmaja writes Kakawin Smaradahana, a eulogy for the king which become the inspiration
for the Panji cycle tales, which spread across Southeast Asia.[1] 1116: The Byzantine army defeats the Turks at Philomelion. 1116: Death of doña Jimena Díaz, governor of Valencia from 1099 to 1102. c. 1119: The Knights Templar are founded to protect Christian pilgrims in Jerusalem. Main article: 1120s A Black and White Photo of the 12th century
Cuenca Cathedral (built from 1182 to 1270) in Cuenca, Spain 1120: On January 16, the Council of ecclesiastic and secular lords in the crusader Kingdom of Jerusalem, establishes the first written laws for the kingdom. 1120: On November 25, William Adelin, the only legitimate son of King Henry I of England, drowns in the White
Ship Disaster, leading to a succession crisis which will bring down the Norman monarchy of England. 1121: On August 12, in the Battle of Didgori, the greatest military victory in Georgian history, King David the Builder with 45,000 Georgians, 15,000 Kipchak auxiliaries, 500 Alan mercenaries and 100 French Crusaders defeats a much larger Seljuk-
led Muslim coalition army. 1121: On December 25, St. Norbert and 29 companions make their solemn vows in Premontre, France, establishing the Premonstratensian Order. 1122: The Battle of Beroia (Modern-day Stara Zagora, Bulgaria) results in the disappearance of the Pechenegs Turkish tribe as an independent force. 1122: On September 23, the
Concordat of Worms (Pactum Calixtinum) is drawn up between Emperor Henry V and Pope Calixtus II bringing an end to the first phase of the power struggle between the papacy and the Holy Roman Empire. 1122: King David the Builder captures Tbilisi and declares it the capital city of Georgia, ending 400 years of Arab rule. 1123: The Jurchen
dynasty of China forces Koryo (now Korea) to recognize their suzerainty. 1124: In April or May, David I is crowned King of the Scots. 1125: On June 11, in the Battle of Azaz, the Crusader states, led by King Baldwin II of Jerusalem, defeat the Seljuk Turks. 1125: In November, the Jurchens of the Jin dynasty declare war on the Song dynasty, beginning
the Jin-Song wars. 1125: Lothair of Supplinburg, duke of Saxony, is elected Holy Roman Emperor instead of the nearest heir, Frederick of Swabia, beginning the great struggle between Guelphs and Ghibellines. 1127: The Northern Song dynasty loses power over northern China to the Jin dynasty. 1128: On June 24, the Kingdom of Portugal gains
independence from the Kingdom of León at the Battle of São Mamede; (recognised by León in 1143). Main article: 1130-1138: Papal schism, Pope Innocent II vs.
Antipope Anacletus II. 1130: On March 26, Sigurd I of Norway dies. A golden era of 95 years comes to an end for Norway as civil wars between the members of Harald Fairhair's family line rage for the remainder of the century. 1130: On Christmas Day, Roger II is crowned King of Sicily, the royal title being bestowed on him by Antipope Anacletus II
1132: The Southern Song dynasty establishes China's first permanent standing navy, although China had a long naval history prior. The main admiral's office is at the port of Dinghai. 1132-1183: the Chinese navy increases from a mere 3,000 to 52,000 marine soldiers stationed in 20 different squadrons. During this time, hundreds of treadmill-
operated paddle wheel craft are assembled for the navy to fight the Jin dynasty in the north. 1135: King Jayabaya of Kadiri ascends to the throne.[2] 1135-1154: The Anarchy takes place, during a period of civil war in England. 1136: Suger begins rebuilding the abbey church at St Denis north of Paris, which is regarded as the first major Gothic
building. 1137: On July 22, the future King Louis VII of France marries Eleanor, the Duchess of Aquitaine. 1138: On October 11, the 1138 Aleppo earthquake devastates much of northern Syria. 1139: in April, the Second Lateran Council ends the papal schism. 1139: On July 5, in the Treaty of Mignano, Pope Innocent II confirms Roger II as King of
Sicily, Duke of Apulia, and Prince of Capua and invests him with his titles. 1139: On July 25, the Portuguese defeat the Almoravids led by Ali ibn Yusuf in the Battle of Ourique; Prince Afonso Henriques is acclaimed King of Portuguese defeat the Almoravids led by Ali ibn Yusuf in the Battle of Ourique; Prince Afonso Henriques is acclaimed King of Portuguese defeat the Almoravids led by Ali ibn Yusuf in the Battle of Ourique; Prince Afonso Henriques is acclaimed King of Portuguese of Capua and Invests him with his titles.
the Ancestral Puebloan culture at Chaco Canyon (modern-day New Mexico). 1141: The Treaty of Shaoxing ends the conflict between the Jin dynasty and Southern Song dynasty to renounce all claims to its former territories north of the Huai River. The treaty
reduces the Southern Song into a quasi-tributary state of the Jurchen Jin dynasty. 1143: Manuel I Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of John II Komnenos is crowned as Byzantine emperor after the death of Byzantine emperor after the death of Byzantine emperor after the Byzantine emperor after the Byzantine emperor after the
also recognizes the suzerainty of the pope. 1144: On December 24, Edessa falls to the Atabeg Zengi. 1145-1148: The Second Crusade is launched in response to the fall of the County of Edessa. 1147: On October 25, the four-month-long Siege of Lisbon successfully brings the city under definitive Portuguese control, expelling the Moorish overlords
1147: A new Berber dynasty, the Almohads, led by Emir Abd al-Mu'min, takes North Africa from the Almoravides and soon invades the Iberian Peninsula. The Wendish Crusade against the Polabian Slavs (or "Wends") in what is now northern and eastern Germany. Main
article: 1150s 1150: Ramon Berenguer IV, Count of Barcelona marries Petronilla, the Queen of Aragon. 1151: The Treaty of Tudilén is signed by Alfonso VII of León and Raymond Berengar IV, Count of Barcelona, recognizing the Aragonese conquests south of the Júcar and the right to expand in and annex the Kingdom of Murcia. 1153: The Treaty of
Wallingford, ends the civil war between Empress Matilda and her cousin King Stephen of England fought over the English crown. Stephen acknowledges Matilda's son Henry of Anjou as heir. 1153: The First Treaty of Constance is signed between Emperor Frederick I and Pope Eugene III, by the terms of which, the emperor is to prevent any action by
Manuel I Comnenus to reestablish the Byzantine Empire on Italian soil and to assist the pope against his enemies in revolt in Rome. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geographer Muhammad al-Idrisi publishes his Geography. 1154: the Moroccan-born Muslim geography. 1154: 
of Ireland to Henry II of England in the bull Laudabiliter. 1156: On June 18, the Treaty of Benevento is entered into by Pope Adrian IV and the Norman Kingdom of Sicily. After years of turbulent relations, the popes finally settles down to peace with the Hauteville kings. The kingship of William I is recognized over all Sicily, Apulia, Calabria, Campania
and Capua. The tribute to the pope of 600 schifati agreed upon by Roger II in 1139 at Mignano is affirmed and León. Main article: 1160s The Liuhe Pagoda of Hangzhou, China, 1165 1161: the Song dynasty Chinese navy, employing
 gunpowder bombs launched from trebuchets, defeats the enormous Jin dynasty navy in the East China Sea in the Battle of Tangdao and on the Yangtze River in the Battle of Caishi. 1161: Kilij Arslan II, Sultan of Rum, makes peace with the Byzantine Empire, recognizing the emperor's primacy. 1161: In the siege of Ani, troops from the Kingdom of
Georgia take control over the city, only to have it sold for the second time to the Shaddadids, a Kurdish dynasty. 1162: Genghis Khan, the founder of the Mongolia. 1163: The Norwegian Law of Succession takes effect. 1165-1182: Tensions and disputes between the Pagan Empire and the Kingdom of
Polonnaruwa causes the Sinhalese under Parakramabahu the Great to raid Burma. 1168: King Valdemar I of Denmark conquers Arkona on the Island of Rügen, the strongest pagan fortress and temple in northern Europe. 1169: Political disputes within the Pandya Empire sparks the decade-long Pandyan Civil War. 1169: On May 1, the Norman
invasion of Ireland begins. Richard fitzGilbert de Clare ('Strongbow') allies with the exiled Irish chief, Dermot MacMurrough, to help him recover his kingdom of Leinster. Main article: 1170s The defense of the Carroccio during the battle of Legnano (1176) by Amos Cassioli (1832-1891) 1170: The Treaty of Sahagún is signed by Alfonso VIII of Castile
and Alfonso II of Aragon. Based on the terms of the accord, Alfonso VIII agrees to provide Alfonso VIII agrees to provide Alfonso II with three hostages, to be used as tribute payments owed by Ibn Mardanīš of Valencia and Murcia. 1170: On December 29, Thomas Becket is murdered in Canterbury Cathedral. 1171: Saladin deposes the last Fatimid Caliph Al-'Aḍid and establishes
the Ayyubid dynasty. 1171: On November 11, Henry II of England lands in Ireland to assert his claim as Lord of Ireland. 1172: The Pandyan city of Madurai is sacked by the Sinhalese army due to an attempt to drive off the rival throne claimant, Kulasekara Pandyan. 1173: Sinhalese king Parakramabahu the Great gains a decisive victory by invading
the Chola Empire as an ally of the Pandyas in the English crown and pays ceremonial allegiance at York. 1175: Honen Shonin (Genkū) founds the Jodo shū (Pure Land) sect of Buddhism. 1175: The
Treaty of Windsor is signed by King Henry II of England and the High King of Ireland, Ruaidrí Ua Conchobair. 1176: On May 29, Frederick Barbarossa's forces are defeated in the Battle of Legnano by the Lombard League which results in the emperor's acknowledgment of the pope's sovereignty over the Papal States and Alexander acknowledging the
emperor's overlordship of the imperial Church. 1176: On September 17, The Battle of Myriocephalum; Turkish: Miryakefalon Savası) is fought between the Byzantine forces and will be the final, unsuccessful, effort by the Byzantines to recover the interior
of Anatolia from the Seljuk Turks. 1177: The Treaty or Peace of Venice is signed by the papacy and its allies, and Frederick I, Holy Roman Emperor. The Norman Kingdom of Sicily also participates in negotiations and the treaty thereby determines the political course of all of Italy for the next several years. 1178: Chinese writer Zhou Qufei, a
Guangzhou customs officer, writes of an island far west in the Indian Ocean (possibly Madagascar), from where people with skin "as black as lacquer" and with frizzy hair were captured and purchased as slaves by Arab merchants. 1179: The Treaty of Cazola (Cazorla) is signed by Alfonso II of Aragon and Alfonso VIII of Castile, dividing Andalusia into
separate zones of conquest for the two kingdoms, so that the work of the Reconquista would not be stymied by internecine feuding. Main article: 1180s 1180: The Portuguese Navy defeats a Muslim fleet off the coast of Cape Espichel. 1180s 1180: The Portuguese Navy defeats a Muslim fleet off the coast of Cape Espichel.
ship transporting a Sinhalese princess to the Khmer Empire is attacked by Burmese naval fleets. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformations of Theravada Buddhism in Pagan Burma under the patronage of Narapatisithu are continued with the end of the Polonnaruwa-Pagan War. 1182: Religious reformation and the pagan Burma under the patronage of Narapatisithu are continued with the pagan Burma under the pagan Burma 
proclaiming Andronicus I Comnenus as co-emperor. 1183: On January 25, the final Peace of Constance between Frederick Barbarossa, the pope and the Lombard towns is signed, confirming the Peace of Venice of 1177. 1183: On March 24, Queen Tamar,
King of Georgia, accedes to the throne as sole ruler after reigning with her father, George III, for six years. 1184: Diet of Pentecost organised by Emperor Frederick I in Mainz. 1185: Andronicus I Comnenus is deposed and, on
September 12, executed as a result of the Norman massacre of the Greeks of Thesalonika. 1185: The cathedral school (Katedralskolan) in Lund, Sweden, is founded. The school is the oldest in northern Europe and one of the oldest in northern Europe. 1185: Beginning in this year the Kamakura shogunate deprives the emperor of Japan of political power.
1186: On January 27, the future Holy Roman Emperor Henry VI marries Constance of Sicily, the heiress to the Sicilian throne, 1187: In August, the Swedish royal and commercial center Sigtuma is attacked by raiders from Karelia, Couronia, and/or Estonia, [3] 1188: The
Riah were introduced into the Habt and south of Tetouan by the Almohad caliph, Abu Yusuf Yaqub al-Mansur, and Jochem and Acem were introduced in Tamesna.[4] 1189: On November 11, William II of Sicily dies and is succeeded by his illegitimate cousin Tancred, Count
of Lecce instead of Constance. 1189-1192: The Third Crusade is an attempt by European leaders to wrest the Holy Land from Saladin. Main articles: 1190s and 1200s Richard I of England, or Richard the Lionheart. 1190: On June 10, Emperor Frederick Barbarossa drowns in the River Salef, leaving the Crusader army under the command of the rivals
Philip II of France and Richard I of England, which ultimately leads to the dissolution of the army. 1191: Holy Roman Emperor Henry VI attacked the Kingdom of Sicily from May to August but fails and withdrawn, with Empress Constance captured (released 1192). 1191: On September 7, Saladin is defeated by Richard I of England at the Battle of
Arsuf. 1192: In April, Isabella I begins her reign as Christian Queen of the Kingdom of Jerusalem 1192: In the Battle of Jaffa, King Richard the Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard the Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin and Richard Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin and Richard Lionheart defeats Saladin. 1192: In June, the Treaty of Ramla is signed by Saladin and Richard Lionheart defeats Saladin And Richa
be open to Christian pilgrims. The Latin Kingdom is reduced to a coastal strip that extends from Tyre to Jaffa. 1192: Minamoto no Yoritomo is appointed Sei-i Taishōgun, "barbarian-subduing great general", shōgun for short, the first military dictator to bear this title. 1192: Sultan Shahābuddin Muhammad Ghori establishes the first Muslim empire in
India for 14 years (1192-1206) by defeating Prithviraj Chauhan. 1193: Nalanda, the great Indian Buddhist educational centre, is destroyed. 1194: Emperor Henry VI conquers the Kingdom of Sicily. 1195: On June 16, the struggle of Shamqori. Georgian forces annihilate the army of Abu Baqar. 1198: The brethren of the Crusader hospital in Acre are
raised to a military order of knights, the Teutonic Knights, formally known as the Order of the Knights of the Hospital of St. Mary of the Roman Catholic Church. 1200: Construction begins on the Grand Village of the Natchez near
Natchez, Mississippi. This ceremonial center for the Natchez people is occupied and built until the early 17th century, Zhang Zeduan paints Along the River During the Qingming Festival. It will later end up in the Palace Museum,
Beijing. In southeast Asia, there is conflict between the Khmer Empire and the Champa. Angkor Wat is built under the Hindu king Survavarman II. By the end of the century, the Buddhist Jayavarman VII becomes the ruler. Japan is in its Heian period. The Chōjū-jinbutsu-giga is made and attributed to Toba Sōjō. It ends up at the Kōzan-ji, Kyoto. In
Oceania, the Tu'i Tonga Empire expands to a much greater area. Europe undergoes the Renaissance of the 12th century. The blast furnace for the smelting of cast iron is imported from China, appearing around Lapphyttan, Sweden, as early as 1150. Alexander Neckam is the first European to document the mariner's compass, first documented by
Shen Kuo during the previous century. Christian humanism becomes a self-conscious philosophical tendency in Europe. Christianity is also introduced to Estonia, Finland, and Karelia. The first medieval universities are founded. Pierre Abelard teaches. Middle English begins to develop, and literacy begins to spread outside the Church throughout
Europe.[6] In addition, churchmen are increasingly willing to take on secular matters.[7] The Ars antiqua period in the history of the medieval music of Western Europe begins. The earliest recorded miracle play is performed in Dunstable, England.
Gothic architecture and trouvère music begin in France. During the middle of the century, the Cappella Palatina is built in Palermo, Sicily, and the first documented outbreaks of influenza there
happens. The medieval state of Serbia is formed by Stefan Nemanja and the House of Anjou are relying primarily on mercenaries in their militaries. Paid soldiers are available year-round, unlike knights who expected certain periods off to maintain their
manor lifestyles.[8] In India, Hoysala architecture reaches its peak. In the Middle East, the icon of Theotokos of Vladimir is painted probably in Constantinople. Everything but the faces will later be retouched, and the icon will go to the Tretyakov Gallery of Moscow. The Georgian poet Shota Rustaveli composes his epic poem The Knight in the
Panther's Skin. Shahab al-Din Suhrawardi founds his "school of illumination". In North Africa, the kasbah of Marrakesh is built, including the city gate Bab Agnaou and the Koutoubia mosque. In sub-Saharan Africa, Kente cloth is first woven. In France, the first piedfort coins were minted. The city of Tula burns down, marking the end of the Toltec
Empire In West Africa the Ife Empire is established. See also: Timeline of historic inventions § 12th century 1104: The Venice Arsenal of Venice, Italy, is founded. It employed some 16,000 people for the mass production of sailing ships in large assembly lines, hundreds of years before the Industrial Revolution. 1106: Finished building of Gelati. 1107:
The Chinese engineer Wu Deren combines the mechanical compass vehicle of the south-pointing chariot with the distance-measuring odometer device. 1111: The Chinese Donglin Academy is founded. 1165: The Liuhe Pagoda of Hangzhou, China, is built. 1170: The Roman Catholic notion of Purgatory is defined. [9] 1185: First record of windmills
Wikimedia Commons has media related to 12th century. ^ Soekmono, R, Drs., Pengantar Sejarah Kebudayaan Indonesia 2, 2nd ed. Penerbit Kanisius, Yogyakarta, 1973, 5th reprint edition in 1988 p.57 ^ Britannica, T. Editors of Encyclopedia Britannica, T. Ed
10-11 at the Wayback Machine Haridus, 2007 (7-8), p 38-41 ^ Notice sur les Arabes hilaliens. Ismaël Hamet. p. 248. ^ Francine Weiss and Mark R. Barnes (May 3, 1989). "National Park Service. and Accompanying 3
photos, from 1989. (680 KB) ^ Warren 1961, p. 129. ^ Warren 1961, p. 159. ^ Warren 1961, p. 60-61. ^ Le Goff, Jacques (1986). The Birth of Purgatory. Chicago: University of California Press. p. 362. ISBN 9780520036437. {{cite book}}: ISBN / Date
incompatibility (help) Retrieved from 4 The following pages link to 12th century External tools (link count transclusion count sorted list). See help page for transcluding these entries Showing 50 items. View (previous 50 | next 50) (20 | 50 | 100 | 250 | 500) Antisemitism in Christianity (links | edit) Catharism (links | edit) List of decades, centuries,
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open the door to the mysterious location. 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. 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 shelve 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 and enter the room. The neighbor might hear you, so stay vigilant. On the table, to your left,
there 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 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 leftwards and use the lever 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 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.
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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 until you reach the doorned the corridor until you reach the doorned to the corridor until you reach the doorned to the corridor visible above (previously, it was not active, because the generator was not turned on). After reaching the corridor until you reach the doorned to the corridor until you reach the doorned to the corridor until you reach the doorned to the corridor visible above (previously, it was not active, because the generator was not turned on). They are locked with several locks so you have no chance to escape. After the neighbor catchers you, Act 1 will end. Hello Neighbor: Walkthrough Hello Neighbor: Walkthrou 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. 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 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 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, there 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 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 leftwards 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 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 catchers 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 basement access card? How to get the precious the letter access card? How to get the basement access card? How to get the basement access card? How to get the precious the letter access card? How to get the precious the last chapter in Hello Neighbor. During this act, you get to explore the 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. 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 finishes, pick up the phone. After watching the next cutscene you will find yourself in a new location. Take the key from the car's trunk and enter the green house. right along the corridor until you reach the stairs visible above. Go upstairs. Jump onto the lamp visible above. And now, enter the green key. Go to the room with tracks, from which you jumped onto the roof with trees. You need to get rid of the boxes visible in the screenshot above. Build a tower out of the boxes to continue. Inside the room, you will find the green key. Pick it up. Now, go towards the door visible in the painting). You will get to a new location. You need to reach the end of the room (the door with the Exit sign) while the dummies are trying to catch you. You have to skillfully move between the dummies and hide in school lockers. Each time you are caught by a dummy, you are transported to the start of this location. This page contains a detailed walkthrough of the Hello Granny mod to Hello Neighbor. Our instructions will guide you step by step to the desired freedom. Thanks to detailed advice you will not have any problems with leaving this psychopathic grandmother's house. Gameplay in Hello Granny mod to Hello Weighbor. Our instructions will guide you step by step to the desired freedom. Thanks to detailed advice you will not have any problems with leaving this psychopathic grandmother's house. modification - without it you will not be able to get a second key and thus complete the mod. In order to get a second key and the mod. In ord cardboard boxes. Lift all the boxes and throw them away somewhere to unlock access to the next room. Before you use the unlocked after throwing away the boxes. You will see the stairs there - use them and go down. After a while, you will find another passage blocked with cardboard boxes. Throw them away once more and get inside. In the room you will find another passage blocked with cardboard boxes. Throw them away once more and get inside. In the room you will find another passage blocked with cardboard boxes. Throw them away once more and get inside. In the room you will find another passage blocked with cardboard boxes. then take the wall to your inventory to unlock the entrance. Immediately after entering the corridor you will find the last, third piece of the cake. After leaving the corridor where you got your third piece of cake, go directly to the right until you reach the stairs. Go down to the next room and head to the place where and after a while a rifle will appear on the table. How to get the first key? Getting the first key that unlocks the first key that unlocks the first key that unlocks the first key? Getting t floor, where the main door is located. Under the stairs there is a small room - on the wall you will find a card with the "Code" inscription. Take it with you. Now you can go to the main door and use the card to remove the first lock from above. How to get the second key? In order to get the second key, you must first have a rifle. Go to the stairs where you started the game and use rifle to shoot a screwdriver as shown in the picture above. After a successful hit, the screwdriver will fall on the floor - lift it up. Then head towards the room where you've obtained the weapon, but don't enter it, just look under the stairs. Use a screwdriver to remove the sheet metal visible in the picture - behind it you will find a strange object that looks like a miniature table. Take it to your inventory. Now go back to the floor where you started the game and go to the last room in the corridor. You get to the room with a mannequin. Behind the mannequin there is a button visible in the picture above. Use on it the item you just found - the passage will be unlocked. You will find yourself in a room with a strange machine - watch out for it, because too long contact will take you back to the last checkpoint. You have to bypass the machine and get to the wardrobe where you will find the key - pick it up. Return to the room where you've found a rifle. Take an interest in the chest shown in the picture. Use the key you've just obtained. Inside, you will find next key - this time a one that removes another lock from the main door. How to remove the last lock on the exit door? There is only one lock left on the main door and enter the room to the right of them. Open the display case and take the fruit from here. Head to next rooms until you reach a room with a display case, a table and four armchairs. Use the window shown in the picture to go outside. Locate the bench shown in the picture and then place the fruit on it. After a while, the key will appear on the ground - take it to your inventory. Now go to the room where you have previously obtained a rifle. Use the key to open the hood of the car, where you will find the item shown in the picture. Take it to your inventory. Go outside again, but this time head to the well. Use the item to unlock access to the crowbar, you will pull down the last lock from the main door. But keep in mind that it will not be possible to open the door. How to open the main door? The last step to open the main door is to switch the power supply. Get to the room with a mannequin. Pay attention to the passage blocked by the boards - you can loosen the boards with crowbar and then "go through them" to unlock access to the room. Inside, look into the cabinet and take the item shown in the picture. Then head to the main door and use the item on the lamps - the color will change to green. Now go around the room where you got the weapon (and where the car is located). A box hangs on the wall - open it e.g. with a rifle. Then, by using the pliers shown in the picture, change the operation of the system - the lamp will light up green. This is how you unlock the main door. Get to them, open them and go outside - if the door is locked or get blocked, remove all items that lie next to them. You've just finished the Hello Granny modification to Hello Neighbor. Hello Neighbor. Hello Granny - what is it? Hello Neighbor: Best mods HowLongToBeatHello Neighbor NewsLoad More Hello! In this guide, I am going to show you how to complete the first Hello Neighbor game step by step. Act 1 House After the cutscene in which you see Nicky Roth (the child) chasing his ball keep running forward until you are between the Mr. Peterson's house (blue house with a crashed car) and Nicky Roth's house (turquoise house). You are going to see a cutscene in which you hear screaming, and then Mr. Peterson locks up a door in his house, then cathes you. You will spawn in front of your house, just like when Mr. Peterson catches you. Go inside of your house, and then grab 3 or 4 closed boxes from the roof. Jump on the shelf that is on the left from Mr. Peterson's porch. Place two boxes on top of it, jump onto them, and then on the porch, then on the porch, then on the left from white pices of wood. Throw a box onto one of the two windows to break it, so you could jump inside. On your left, you will see a large painting of a flower. Take it off the wall, to reveal a hole. Jump through it, turn around, take the elctromagnet. Go to the back of the house, take 4 boxes and build a staircase from then nect to the opened small window. Using the electromagnet get the lockpick. Go inside of the house, run to the end of the hallway and enter the room on your right using the electromagnet get the lockpick. Grab the wrench and open the ladder in the backyard. Climb up the ladder, then jump through the hole in the roof. Take the red key, go to the living room, and open the basement. Basement Go down the stairs, open the washing machine and go inside of it. Inside of the room, jump through a window out of it). Open the basement Go down the stairs, open the first door on your left. Grab the chair and open the door on the other end of the room, and go through it. Open all the doors in the room, and go forward. Open the bars at the end of the hallway. Grab a chair blocking the door, and then go all the way back to the room you've started at. Open the breaker box and turn it off. Now it's time for the harder part of this act, as the neighbor will be patroling the basement. Go through the door on your right, grab the flashlight that is in the middle of the room, and turn left. Go forward and open the door next to the red lightbulb. Go through the room, then in the end of the hallway go through the door on your left and go forward. Grab a brick and throw against the brick part of the wall, go forwards and pull the lever next to the barred door. Inside of the room, the neighbor will start chasing you. There's no escape, so just run forwards, and let him catch you at the end of the hallway. Act 2 Basement The act starts by waking up a few months later in the basement. Go to the door, and look through the lock by holding "E". You are going to hear some noises, and you will see a cardboard cutout open the door. Leave the room, open the vent and go through it. Climb up the ladder and leave the basement. House In this part, it's useful to remember that if a valve is parallel to the pipe, then water flows through it, if it's perpendicular to the pipe, then the water flow is blocked. Main gate exit Go inside of the house, and turn the valve in the living room. It's the first one of the 3 valves. Go to the top-left corner of the backyard, grab all the boxes and the crate that lie there, go to the nearby pipe, place the boxes and the crate, climb on top of them, and turn the valve. Now, it's 2 out of 3. Go to the right side of the house, and turn the valve fell off of it. Take the valve, and break a window to get to the storage room, turn the valve on the pipe on the back, and go to the kitchen and grab the wrench from the top part of the fridge. Go to the back, and go to the kitchen and grab the wrench from the top part of the fridge. Go to the back, and go to the kitchen and grab the wrench from the top part of the fridge. Go to the back, and go to the kitchen and grab the wrench from the top part of the fridge. Go to the back, and go to the kitchen and grab the wrench from the top part of the fridge. Go to the back, and go to the kitchen and grab the wrench from the top part of the fridge. near the front exit and turn the valve. Grab 2 boxes, climb up the backyard ladder, climb on the ladder's fence using the boxes, place the valve, and turn it. Wait until the water stops flowing, then take it back. Get to the top of the new part of the house (the one you gained access by unlocking the backyard ladder). Take the shovel and go through the door placed in the part in which the sharkotron was previously swimming. Climb down the ladder, unblock the door, go through them, and unlock the coffin. Go to the room with the dollhouse, unlock the said dollhouse and open the door inside. Enter the newly unblocked room, and turn the valve. You will be able to get through the main gate and exit through it. Hole in the fence exit Go to the kitchen, and grab the wrench form the part top of the fridge and open the backyard ladder. Go inside of the house, and turn the valve in the living room. It's the first one of the backyard ladder. Go inside of the backyard ladde Now, it's 2 out of 3. Go to the right side of the house, and turn the valve that's behind the fence, because a valve fell off of it. Take the valve. Wait until the water stops flowing and take the valve. Go to the top of the new part of the house, get to the door on the left. Unlock the door on the left. Unlock the door with the yellow lock. Climb down the ladder, unblock the door on the left. Unlock the l is no grass, and take the dollhouse. Go back to the bathroom. There is a LEGO man sitting on the toilet. Take him, then place him on the toilet inside of the dollhouse. Go back to the bathroom. Now there is a bigger LEGO man on the toilet. Take the crowbar from him, and remove the nails from the boards on the fence. Now you can escape. Trampoline exit Go to the kitchen, and grab the wrench form the backyard ladder. Go inside of the house, and turn the valve in the living room. It's the first one of the 3 valves. Go to the top-left corner of the backyard, grab all the boxes and the crate that lie there, go to the nearby pipe, place the boxes and turn the valve fell off of it. Take the valve. Take 2 boxes, climb on top of the backyard ladder, place 2 boxes near its fence, climb onto them, and turn the valve. Wait until the water stops flowing and take the valve. unblock the door, then get to the first floor and unblock the door using the blue key. Now, climb the backyard ladder, jump onto the pipes, and turn the valve on the pipe and the one on the boiler. Go to the machine next to the blue lock door, turn the valve next to it, then pull the handle on the machine. Now the trampoline is opened. Now you will be able to jump out the fence. Act 3 Moving in (and moving out) This act starts in your apartment in a big city that probably is St. Louis. At the beginning, you have to wait four your eviction notice to arrive. When you hear knocking on your door, just go close to them, and the eviciton notice will arrive. Pick it up to start a cutscene. The nightmare House Using the red key glitch Go to the neighbor's backyard. Here, you will find the elevator's shaft made out of bricks. Make a staircase out of 4 boxes under the opened window and pull the lever to unlock the shaft. Enter the shaft and exit on the first stop. From here, go downstairs and jump out through the door on the railway tracks. From the tracks jump onto the nearby balcony, from there jump through the hole in the floor. Now you are in room with the train's control panel. Pull the lever on the left side of the panel, then onto the wall lamp and then jump to the other side of the bars. Grab a box and throw it onto the tound painting of a golden apple. Now go back to the first part of the room and go to the highest floor of the new staircase. Go through the only opened door and keep going forawd until you're in a room with bars. When here, grab shoe, and glith it so that it would hit the lever inside the small box on the wall. This may take a few tries but it will be way faster than doing it the way Dynamic Pixels intended it. If you want to do it the way creators intended it. If you want to do it the way creators intended it. If you want to do it the way creators intended it. If you want to do it the way Dynamic Pixels intended it. If you want to do it the way creators intended it. If you want to do it the way Dynamic Pixels in the train arrives. Get inside of the train and go to the control room and go a little bit back, so that you can climb on the rearby pipe using boxes. From the pipe, jump onto the train's roof, and from there jump onto the train's roof, and from the rearby pipe using boxes. From the pipe, jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the train's roof, and from the roof. Now go up the steep part and jump onto the roof. completing this minigame you will receive the double jump ability. Go up the broken shelf, then jump onto the radio shelf then onto the shelf with books. Climb up the orange juice and jump onto the radio shelf then onto the shelf with books. Climb up the orange juice and jump onto the radio shelf then onto the shelf with books. Climb up the orange juice and jump onto the radio shelf then onto the shelf with books. Hello Neighbor, what were you expecting?). Climb up the now fallen shelf and jump onto the shelf with binoculars. Go up the planks and jump into the lower part of the toster. After ending your flight, jump next to books under the Bijuum cans. Go through a hole in the wall, then jump onto the clock. Go forwards from there. Be careful, as the yellow shelves wil fall if you stay on the for too long. Pull the lever, then jump in the toster. Go up the food, then jump onto the shelf behind you. Grab some darts, 2 are enough, but it's better to take 4. Push one of the paper planes and jump onto it. Jump onto the shelf in front of you before the plane crashes. Go up, then climb on the phone, then jump on the nearby shelf. Make yourself some stairs by throwing the darts. Go up, then when you're next to the general arrow, jump to the lightbulb, and when the game tells you too, press Spacebar for the second time. Get out of the room and jump down. Go inside of the neighbor's house and grab 2 boxes, then let the neighbor catch you or kill yourself so that it would be night. During the night, enter the elevator shaft and exit on the first stop. Go down the stairs and jump through the door onto the tracks. From there, go right so that you can jump onto a balcony with a table and 2 chairs. Keep going forwards, until you reach the moon door. Enter the night room, take the green phonograph exit, and block the door with the boxes. Grab any item and go back to the shaft, leave on the first stop, go downstairs and jump onto the tracks. Throw the item you grabbed into the saplings and turn it on. When the trees stop growing, make sure all the levers are facing red. Jump out the window you came from onto the roof, then go up the plank. Break the window with any item and go inside. Go to the room behind the wardrobe and take the globe. Return to the previous room, go onto the elevator, grab some items and throw them onto the red lever, then go inside the room. Now you're in the Fear Supermarket. In this minigame if you hear clattering or see any mannequin turn red, crouch and don't move. Crouching will make you invisible and moving will remove that effect. Push the cart a little bit (but not too far) and go right. From here, take the bottle with pink liquid, orange juice, pink jar and a bag of chips. Then go left and grab a jar of pickles. Throw them into the shopping cart then push it until you reach the till. Wait for the cashier to check your products and just leave (don't worry about the cart, you can't move it). Go to the kitchen and put the globe inside the lower part of the fridge. Meanwhile, take a bucket or a watering can, fill it with water, then put it on the stove and wait until it gets hot. If it gets too hot, you won't be able tu pick it up and you'll have to wait until it gets slightly colder. After picking up the hot container, open the red part of the fridge and press LMB to pour hot water over the ice. If the water stops flowing, refill it. If the ice stops melting, put your container on the stove again. You will have to repeat it a few times. Pick up the keycard and use it on the keycard reader next to the basement door, also take the chair if you haven't done it yet. Go to the place where you've bugged the red key, and go to the next room. Unblock the locked door, and look right. There is a fuse box, open it, and grab the crowbar now, so we'll have to wait. Go to the fridge, and take the globe. Go to the secret staircase and go to the end. Do the parkour, and go to the end. Do the parkour, and go to the end be room, and go to the end be room. grab the red wrench. Go back to the roof, and jump onto the board underneath the ladder, and open the said ladder. Take any item, and go to the tomato bushes. Use the red phonograph on the board underneath the ladder, and open the said ladder. Take any item, and go to the tomato bushes. Use the roof, open the hatch throw your item inside. Go back to the tomato bushes to make them smaller. the hole in the wall, you may need some boxes to get there. Go to the next room and find the green key near the big machine. Go back to the green key room. Now you're in fear school. In this minigame, you can move only during the lessons, mannequins wil hunt you during the break. Each lesson and break lasts a few seconds. You can hear them change as the school bell rings. During the break, hide in the cabinets. After entering the room, go to the first cabinets. You have to be careful, as the white mannguin will hunt you during the lssons. During the next lesson, go to the next cabinet and wait. Go to the next cabinet, and this is the last one we're going to use as this part is safe. Go to the door and fight the mannequin - just press spacebar few times. Now you've gained the ability to push neighbor back. Go grab the crowabar and enter the basement. Glithless TBA Basement Go downstairs and enter the room behind the washing machine. Go out through the wall and go behind the bars like previously. Keep running forward until you see a wall made of household appliances. Crouch next to the fridge and wait for The Thing to pass, then turn right. Keep running forward, unblock the door and destroy the wall and go to the room with a big white lamp. Here, you have to jump over the fence using your double jump ability. Enter the door on your left, and push the neighbor bossfight. Act Finale Neighbor bossfight Wait for the big neighbor to destroy the room, grab any item (I recommend the ball) and from it on the big switch on the wall (this may take a few tries). After flipping the switch, go behind the wall, climb up the shelf and jump into the toster. After being shot out, go to the higher platform, flip the switch and jump into the toster. After being shot out, go to the higher platform, flip the switch, and grab an umbrella. Go onto the metal platforms near the starting point, and turn on the train. Jump into the house on the house on the house on the neighbor's back. Neighbor's past In this part, just turn right and enter the door on your left. The Thing bossfight In this part, you have to protect your younger-self from the Thing. First, approach Nicky up the stairs, then stand in front of him. After the attack, you will grow bigger. Run down the stairs, go to your right and go to the next room (the one that is not yet damaged) and wait for Nicky to arrive, then as usual, stand in front of him. Go through the hole in the wall, climb up the ladder, go to the part with windows, then protect Nicky for the final time. Neighbor's trauma In this part of the finale, you can just go to the door, or you can go to the house and see the neighbor, which is not needed. Enter the door and... Congratulations! You've finished the game. If you want to contribute to the wiki, don't forget to read my guide on how to write articles. Thank you again, and bye! Last Updated on 31 October, 2021 Hello Neighbor Walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough and speedrun format of all chapters Hello Neighbor Walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough and speedrun format of all chapters Hello Neighbor Walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough and speedrun format of all chapters Hello Neighbor Walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough and speedrun format of all chapters Hello Neighbor Walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough and speedrun format of all chapters Hello Neighbor Walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 2, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Act 3 & Finale - Video guides in walkthrough - Act 1, Ac Dynamic Pixels & tibyBuild Games. 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Hello Neighbor - Find all the secrets, the basement, avoid all the traps and escape your neighbor's houseAct 2 Speedrun WalkthroughAct 2 Speedrun Walkthrough - Video guide by the youtuber The Gaming World, Game by Dynamic Pixels & tibyBuild Games. Hello Neighbor - Find all the secrets, the basement, avoid all the traps and escape your neighbor's houseAct 3 Speedrun Walkthrough - Video guide by the youtuber The Gaming World, Game by Dynamic Pixels & tibyBuild Games. Hello Neighbor - Find all the secrets, the basement, avoid all the traps and escape your neighbor's houseAct 4 Speedrun Walkthrough - Video guide by the youtuber The Gaming World, Game by Dynamic Pixels & tibyBuild Games. Hello Neighbor - Find all the secrets, the basement, avoid all the traps and escape your neighbor's houseOther Walkthrough & Guides: Inscryption Hospital Escape Corpse Party Guardians of the Galaxy This page describes a mod called Hello Neighbor. In this mod player is moved to a house from one of the early versions of the game. This mod is a real treat for Hello Neighbor fans. The authors of the title have prepared many versions of a psychopathic neighbor's house, and this mod gives you a possibility to check how Hello Neighbor has developed in time and compare the old map with the final version. The house is significantly different from the one available today, so the mod really provides a new gameplay if you haven't played Alpha 2. How to install Hello Neighbor Alpha 2 Remake mod?Download this modification from our FTP servers. The mod should be installed with Hello Neighbor Mod Kit. Check "how to install mods for Hello Neighbor?" to learn more about this topic. Minimum:Requires a 64-bit processor and operating systemOS *: Windows 7 and upProcessor: i5 and upMemory: 6 GB RAMGraphics: GTX 770 and upDirectX: Version 11Storage: 5 GB available spaceSound Card: Stereo. Play with good stereo. GB RAMGraphics: GTX 1060DirectX: Version 12Storage: 5 GB available space * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Page 2 This page focuses on 13 Floors: The Full Chapter mod for Hello Neighbor. You want to visit a huge house with 13 floors? You have come to the right place! The rules are the same as in the original game - you have to face the mad neighbor. The man with mustache doesn't like us. He will do anything to stop the player - traps and open confrontations are nothing extraordinary here. The house means that the neighbor isn't the only problem. You can have problems while you are going through steep and narrow passages that connect the rooms in the building - especially when you are being chased by its owner. How to install mods for Hello Neighbor" to learn more about this topic. 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. 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 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 to the new 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 room. 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: Act 2 Hello Neighbor: Act 3, How to get the red key? Share — copy and redistribute 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. 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