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Skip to content The Silent Age By: House on Fire [DKB url= text=Download title= type= style= color=green width= opennewwindow= nofollow=] This is a complete video walkthrough for The Silent Age Episode One. Keep in mind, walkthroughs are the least bare you need to complete the game. I recommend exploring more thoroughly to enjoy the game. Walkthrough is meant to help you if you get stuck - not instead of experiencing the game yourself. © Season 1, Past: Season 2, Upcoming: Season 3, Machine: Season Four, Inlet: Season Five, Corpse: Continuing into the Silent Age Part Two Walk. Note: Sometimes an ad code is provided for a game, but it doesn't affect the review at all. On AppUnwrapper, we strive to provide reviews of the ultimate quality. Check out the recommended list I like for other games you may like. If you like what you like on AppUnwrapper.com site, please consider supporting the site via Patreon. Every little helps and is greatly appreciated. You can read more about it here. And as always, if you like what you see, please help others find it by sharing it. I also offer affordable testing and advice for iOS developers. COPYRIGHT NOTICE © AppUnwrapper 2011-2020. Unauthorized use and/or duplication of these contents without the consent of the author of this blog is strictly prohibited. Links may be used, provided that full and clear credit is given to AppUnwrapper with appropriate and specific direction to the original content. Tags: android, answer, cheats, guide, help, tips, iOS, iPhone, iPad, solution, silent age, tips, tricks, walkthrough October 3, 2020 April 29, 2013 August 3, 2012 love your thoughts, please comment.x walk into the trash and head the broom that is inside. Go into the future and get the metal hook that's near the door. Walk to the other side of the area. Lift the red broken thing and use the broom to clear the dust and reveal a manhole cover. Use the hook to lift the manhole cover and go into the sewer. In the sewer you find a broken piece of ladder, take it and go back to the previous area. Change to the past and press the button on the wall to open the steel door. get in the new area . Go into the future and search for the body near the tree, you will find a lighter one on him. Head to the right of the room and use the metal bar to open the red garbage container. You'll find a bone saw inside, then go back to the sewer and go back. Tap the middle area to turn on the light switch. Use a bone saw to cut metal rods and go further into the sewer. You'll find syringes in the next sewer. take it and go back to the surface . Fill the syringe with terpineol from the green bottle, then go back to the sewers and head into the future. Use the syringe on the wood to make it flammable, then turn it on with lighter zipo. Now go to the body room and Blue Door to complete Chapter 4 of The Silent Age. Silent Age [Chapter 4] Walkthrough Reply, Cheats, Solutions for Android, iPhone, iPad, iPod. Note: This is the silent evening by the house on fire reading the note, then opening the orange door and going through to the supply room. Pick up the lamp from the shelf and use it on a broken lamp hanging above the table. Now use the lamp to turn on the room. Take blue access cards from the table, and green rubber gloves from the shelves. Leave the room again, and use the blue access card on the card reader to the right, then enter the elevator. Talk to the receptionist, then open the red doors and enter Mr. Hill's office. Talk to Mr. Hill to get a red access card that works for the man, leave the office and go back to the elevator to the far left and use your red access card on the card reader to open the elevator and go inside. Use the door button on the control panel, then exit in the basement. Use your rubber gloves to repair the broken access panel, and then go through the open door on the right. Search the lab coat to find a bracelet, and then use this in the blood trail near the round door on the right to get a sample. Try to use Polaris 9 Super PC here data error. Go all the way back upstairs and talk again to the receptionist who will help you band the gang go downstairs again and go to the round door using the help band on the left door button to hold it down, then press the right button to open the door. Talk to the injured man, and will receive a travel device in time. Chapter 2 will travel the time of the device and use it. Open the door and leave the room. go upstairs and walk to the right . Check the hanging man, then take the key from his belt B. Take the hammer off the right floor and then go back downstairs using the key at the first door here, then enter the evidence room door and search the body inside to get an ID card. Go upstairs and use your ID card to open the red door. Take the code from the bulletin board inside to thoroughly review all six photos on the zero suspect bulletin board. Open the table drawer and bottle the weapon oil from the inside. Leave this room and climb the stairs to the second floor. Move the photo on the wall to the left to reveal a safe one. Use your code in safe to open it, and you'll get a paper clip from the inside. Go back downstairs twice and re-enter the evidence room, use the gun oil in the lock, and then use the paper clip to unlock it. Unlock the evidence and grab Katana from the inside head to the second floor and use Katana to cut off the gordian knot rope. Go down twice and collect the rope from around the neck of the body, then go up and through the second floor door to an office. Bang the window with your hammer B, then go out. Use your rope on the tree branch and climb down. Season 3 car walking right into sunlight to recharge your time travel Then use it. Screw the screwdriver out of the motorcycle tool bag, and use it on the back door a lot to the left, and then go through. Pick up umbrellas, then walk to the police car and use your time travel device again. Search the police car to get a night steak, then head back to the motorbike area. Go to the far right of the area and use the travel device in your time to travel back. Use your umbrella to get down the ladder to escape the fire, and then climb until you reach the roof. Take the carpet from the line, then travel to the future. Climb through holes in the ceiling and drag down the torn wallpaper, and then travel to the past. Open the curtains and remove the wallpaper dough, then turn on the light bulb and turn the key from the inside of the lamp. Use this key at the nearby door, then go out to escape the fire. Climb the ladder and use your wallpaper dough on the poison of a small ivy polluting plant. climb the ladder and travel to the future . Try to open the door of the 1G apartment, and the handle will be turned off. Instead enter the 1F apartment, and use the handle on the inside door here, and then go through. Use your time travel device. Turn on the TV couch potatoes, then smash the window with your night steak. Put your carpet in the window, then go through the climbing. Chapter 4 Entry opens the trash and lifts the broom head. Keep clicking on the trash until you say you are getting hungry Hobo. Travel into the future and lift the meat hook, then walk to the left and lift the broken plate. Use the broom head on the dust, then use the meat hook on the manhole cover. climb . Take the bar off the ground and then travel back up, then use the switch on the wall here and go from the electronic gate to the front of the hospital. Travel to the future again and use your metal bar on the locked container to unlock it. Cover the bone saw, travel past and go left to the back alley, then travel to the future and climb the manhole. Look at where the light switch is located, then travel past and use the light switch. Now use your bone saw on the iron bars, then climb to the crossing. Travel back to the future and return to the surface again. Travel past and pass through the electronic gate, then use your syringe to collect some turbans from the green bottle. Travel into the future and check the body sitting against the tree to become lighter. Travel past and go past the gate to the left, then travel to the future and climb the manhole. Travel to the past and enter the crossing, then travel to the future. Use your syringe on the rubble here, and then use your lighter on it where there is smoke. Now leave this crossing, travel to the future, climb the ladder, go back and head past the gate, travel to the future and open the hospital doors. head in . Chapter 5 Corpse Go Through the Door to the Garage and Travel Past. Take the red car battery off the shelf, and press the button on the wall here to open the main doors. Go back to the future and take the tire iron from the ground to the right through the door, then go past and go through the yellow office A door. Travel to the future again and climb through gaping holes on the floor. Remove the scissors, then travel past and use the scissors to remove the name tag from the corpse. Try using the battery on the Re-Animator corpse. Travel to the future and leave the room to the left. Use your battery on the cable, then pick up the small key that is indicated to the right. Travel past and open the desk drawer, then get the ambulance key from the inside. Now climb the stairs and go through office A again, use the small key in the file cabinet and search for it, but the files are numbered. Use your label with file cabinets and you will receive a file with an address. Travel into the future and go left, then pass through the garage door. Go back again and use your tire iron on the tire to repair the Handyman ambulance. use the ambulance key on the ambulance to get out . Open the box island's sixth season on the ground, then search for it to win a prize. Open the back door of the ambulance and jack and pump the empty anma from the inside. Look straightforward and look at the flooded boat, then try emptying it using the empty enema pump is the wrong tool. Go back to the ambulance and open the fuel cap, then use the empty anma pump on it to fill it with fuel. Return to the boat and empty it using the bonus, then fill the engine with fuel using the enema pump on it. Use the boat and you head to the island. Use your jack on the fence, and then go through the opening. Pick up the garden shear and use them on the link chain fence. Pass through the hole you've created. Open the comper door and go inside to use the light switch, and the small key hangs on the wall. Go back outside and open the intersection box, then press the switch inside to power the pond. Press the switch again and try to catch the fish, but you can't get to it. Go to the right and open the grill, then tons from the inside. Use these to catch fish from the pond. Return through holes in the fence and take the dead fish to the crocodile you see later. Go to the right and take the chainsaw, then go through the fence hole again and enter the comper. Use an empty chainsaw with still on the bench to fill it up. Leave the jumper and get back in the fence hole using your chainsaw on the front door and head inside. Season 7 of the house opens the drawer on the right and searches it into a matchbox featuring 1 race. Go through the open door on the left and pick up the wine opener from the bookshelf on the right, and some books from the left shelves. Put the books in the fireplace, then use the matchbox on them Fahrenheit 451. Now lift the zebra-skinned carpet and Open your wine in trapdoor so you can climb underground. Take the tanning lamp from the right shelf, then go through the door, up the ladder, and through the right door. Use the tanning lamp in the lamp on the right to recharge your time travel device. go left and travel to the future . Take the branch from the small yellow table on the left. Go back and climb to the basement, then go back to the future. Pick up the fire extinguisher back to the past and go through the door, then travel to the future once again. Open the oil drum and sink your branch in it. Go past and go through the ladder and up the ladder. Travel to the future and fill your fire extinguisher from the water barrel on the right. Go back and light your branch with a fireplace on fire. Climb underground and through the right door, then return to the future and try to use your branch on the Pyromaniac oil drums. Travel past and go through the door, up the ladder and through the right door. Travel to the future and use your branch on the vine here, and then extinguish the fire using your fire extinguisher. now you can take the axe . Go back and go left, then you might go down to the basement. Use your axe on the closed door and then go get the left lava lamp, then travel to the future. Attach the lava lamp to the right electric socket, then take the wine bottle. Read all books on the bookshelf there. Travel past and go through the door. Use your wine bottle in an empty space on the shelf, then enter the secret room. Season 8 outside Of Arcone will go into the future and check the parking meters left to find a quarter. Read the charred pile of documents on the ground to manipulate the evidence left. Go back and enter the night club to the left. Take another quarter of the small table, then talk to the bartender. Travel to the future and take the orange cable from the right, then go back and out. Go back to the future and tie the cable to the parking lot of the right meter, then scroll up from the bottom. Go left and search for the hat on the ground to get another quarter, then travel past and search for the payment phone on the right to get another quarter. Go into the future and climb the cable, then go past and re-enter the nightclub. 4 His fourth to the bartender, and then keep talking to him while he's making his drink mix. Now press the red button on the wall and quickly make the disco ball. Try your drink before you go, jump into the future and climb down, then travel past and get into the subway car, before returning to the future again. Use the disco ball on the light beam, then pick up the screwdriver that is revealed. Go past and leave the car, then head into the future and use the screwdriver on the wall vent to the far left of the area. Climb the inside and drive the red drive back. Through the hatch and climb the cable, then switch past and enter the night club. Travel into the future and search for the body to get a revolver. Travel past and go back outside, then travel to the future and climb the cable, then enter the left vent. Go back and use your revolver to shoot the fan controlling marksman boxes. Walk forward and use the second fan control box. Go through the second disabled fan and search the toolbox to get some wire cutters. Travel to the future and leave through the hatch to the right. Go back and cut the red cable over the right using your wire cutter. Enter the subway car and take the wrench, then go back outside. Travel to the future and enter the hatch on the left. Pull the grate out on the far left, then go through it. Travel past and use your wrench on the hatch on the floor, then climb down. Chapter 9 Inside Archon buttons on the control panel, then exit the elevator. Travel to the future, then go through the door to the far right. Go back and head through the round, then take the snapshot off the ground. Leave this room, travel to the future and pass through the left door. Search for the body on the floor to get a green access card. Search through the file drawers on the ground just to the right and read the files inside the air host. Use your green access card on the middle door in the past, then head in. Use your instant camera on the terrified man on the right (with his eyes open). Now open the right door and get through here, talk to Frank here, then open the bottom right drawer. Also pick up the apple core from the trash, and touch the light wall on the right to turn it on. Use your photo on the retina scanner on the left, then head through this door to meet an angry scientist. Travel to the future and pick up the dustpan, then go back to the past and go back through 3 doors and into the elevator. Go to the future and sweep the dirt in the corner with your dustpan. Go back and get out of the elevator, travel to the future and pass through the right door. Travel back and use your apple core on Polaris 9 Super PC Fanboy. go through the round door and see if the time machine is gone . Leave this room again, go back to the future and go left, then go past and enter the middle door. Pass through the right door and place your apple core in the opened drawer on the right, then travel to the future and pick an apple from the tree. Go back and head through the left door, then give the apple to the scientist. After he leaves, take the bubbling beak of acid. From 3 in the Rev, then pass through the right door, which will be opened now. After the cut, go back to the hallway. Travel into the future and pass through the right door, then travel back to the past. Use your beaker of acid in 9 Super PC. Go away from the door and talk to Dr. Lambert check the console time machine when asked, and then he will die Deja Vu. Now use your modified time machine. Chapter 10 Moebius travels left-to-go through 2 doorways, and then continues left until you find a shovel that you can pick up. Go right to the half-buried door and use the shovel to clear the entrance, then pass through it. Open the first aid kit, then take the piece of cloth out from the inside. Leave this room and go through the right side, then use your piece of cloth with dripping water to soak it up. Go left again and head left until you find a metal dust level; Clean this with your wet fabric. Go right to the room full of water and turn on the generator here, then check the man stuck in the wall to get a trigger. Go left and enter the other doorway just to the left, then sharpen your trigger on the concrete block here. Go out and go all the way to the left, then use your trigger on thick roots to wipe them out. Enter the orange cave talk with Frank, who will give you a cup. Go all the way to the right and fill this with dripping water from the ceiling. Go all the way to the left into the cave and give Frank a cup of water; after cutting you will get a fuse. Go back to the far right and enter the fuse from the rounded screen into the big time machine, then use it. Search the dead guard to get a small key, then lift the broken frame piece from the ground. Use this metal frame on the fragile wall on the right and head through. Continue to the right and use your small key on the drawer with a yellow note. Search the archive cabinet to get the cryo console manual. Turn left and use the Cryo console manual, then open the empty Cryo compartment and climb into sleeper. Take the paper from the surveillance equipment, then pull the left string to open the door. Go to the hallway, then open door three and go inside. Try to smooth out the tilted butterfly image frame. Talk to the terrified man, then search the cosy chair and you'll find a remote control. Go back to the hallway, then open door 2 and go inside. Use the remote control on the TV, then take the cane. Go back to the hallway, then go back to your room after the left door. Use the cane to knock over the pen at the top of the wardrobe, and then pick up the pen from the floor. Come back from at 3 and take your pen and paper to the terrified man. Talk to him and he'll give you a note. go down the aisle and use your note on the keyboard, then go in and talk to the 21st century male doctor twice.

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