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Lumino city photographer walkthrough

Please check for updates www.SuperCheats.com to this guide and much more content for Lumino City Last updated: August 15, 2017 Press the little red button on the house that resembles a camera. Go inside and continue to the room on the left, and look at the box on the left to see the next puzzle. This puzzle is solved when you piece together the labels correctly on the bottles, then pour chemicals from the two bottles that match the partial labels listed. To turn all the light in the room red, go to the knobs and press A three times, switch the top slider to the right, press C and B, switch back the top edge to the left, and then press C three times. Then when the room goes red pull the lever on the wall 3 times to get three images which you then have to process by going back to the box with chemicals and soaking the 3 negatives. The picture will be of your grandfather as when you take to the other house and show to the camera will allow you to move on to the next area. Something missing from this guide? ASK A QUESTION FOR Lumino City Click to close Lumino City is an adorable papercraft world, filled with puzzles and riddles. If you want to enter the city and track down your kidnapped grandpa, you will need to solve a number of tricky head scratchers. This is where we come in, with a complete walkthrough to this charming little point and click adventure. Part two will be in the coming. Remove the stick from the floor. Open up your bag and pull the stick to the clock. You are lifted up to the gate of Lumino City. Look at the lock on the gate. Turn on the buttons in the order shown above. Then wander through the now open gate. Go into this little house. Take the lemons from the tree. Then take the book off the shelf. Inside is a wiring diagram - pop as in your pocket. Now go out again. Look at the fuse box on the wall. Place the wiring diagram on the connectors. Then place the lemons in the box. For each lemon you need to pierce it with both a positive (+) and negative (-) contact. You need to spin the lemons to make all the connections. The end result will look like this. You turn the power back on, and get a lemon for your trouble. Go up to the top of the gate. Grab the winch and connect it to the TV antenna. Press the button to the right of the watchtower to pull back the antenna. Finally, sit on the antenna to enter the city. Chase the cat into the mayor's house. In the mayor's basement, you have to place the cogs on the wall to get the power back on. Here's the solution. Back outside, look at the little panel on the wall. You now need to rotate the three discs on the floor to match the colorful diagram - as above. Then press the red staircase button. If you got it right, a staircase will appear from the ground. Take it up to the higher walkway and follow it along to the next screen. Go into the camera body. Talk to the owner, and then go inside backroom. Look at the panel on the wall - our goal is to turn all the lights red, to make a dark room. There are lots of combinations, but this one worked for us: A - A - A - Right Lock - C - B - Left Lock - C - C - C . You can press the bottom button to reset the lights. You now have the somewhat tricky job of putting the chemical labels back on the bottles. The solution can be seen above (you just need to put the yellow strip on the right bottle). With it done, pour into the bottles shown above (which are denoted by the symbols in the basin). You can use the contact if you make a mistake. Use the lever on the right side of this room to print a photo. Then place it in the pool of chemicals to expose it. Repeat this process three times to get photographs of Luma, the photographer, and ... Grandpa!? Exit the house. Outside, you show the photo of your grandfather to the security camera to open the door. Then head on the inside. Climb to the top of the tower, and into the faucet compartment. Use the power button on the right to release the backup power generator. Try to pull it yourself and you'll see that you need some help. Go back down. First talk to the baker. He will ask you to help him with stock hold by highlighting a mistake in the pattern on his records. The answer is this orange one, because it breaks the pattern (yellow, black, red) in that column. Give the bull to the man in the red window. Then talk to the man who makes a noise in the lower square house. He's going to ask for a can opener. Get it from the lady in the upper square house (you need to talk to the man again), and give it to the man. They're both going to go up on top. Now go get in the crane car. Now you have to tell the whole line of people to start the engine. This gives you a quick chance to move the faucet arm – you should strive to move it both to the right and down. You'll have to tell everyone to pull the engine cord again. Remember that you can go left and down for a bit, if that helps. When you're done, go into the small hole to the right of the light dome. Inside, your job is to tie yourself to bungee coord, and then place the mirrors to brighten up all four rooms. Place the ones shown above to reveal the code. Now go to the red area at the bottom and look at the keypad. Enter in the code shown above (which is based on the key combinations - read in a Z shape, and with each code going from top to bottom). Watch the water wheel in this area, and note the position of the white, red, and green arrows on the design. Then try to open the red door at the top of the hill. Turn the knavers to match the arrows on the water wheel, and head inside the hut. Inside, turn the red handle. Then pedal the bike until the water comes on. Go back outside, and use the red rope to go down to the lower level. Talk to the man. He agrees to let you play the guitar if you get his green shorts off the water wheel. Take the spanner and then head back up, and into the Use the spanner on the broken shower switch to turn off the hose. Hose. go back to the water wheel. Your job is now to jump on the water wheel and get shorts. There are three points to jump on (which become interactive when you stand to the bottom left of the wheel). You want the other one coming around, which is like an off-shoot of the main spiral design. When you're on, quickly tap along the red thread to move on. If you don't get to the middle fast enough you'll get off. It's tricky, but keep going. When you're on properly, get the shorts, go back, and go down to the lower level. Give the man his pants. He then asks you to play guitar with him. You have to repeat six different sections, and then play all six - without messing up - in a row. Which is hard if you don't have the sheet music in front of you. Luckily for you,

we have them here: Play the whole song and you will be able to walk through the husband's wife's house. Job done. We'll have the rest of the guide soon. You want more? Check out our growing collection of Lumino City articles! Go down the stairs and make tea, then run back up to make sure your grandfather is missing. Pick up handymanual, then head outside. The stairs Pick up the stick from the ground and use it to ring the bell just up to the left. The Gatehouse Up at the gatehouse, click on the small gate. Click the 5 buttons on the lock in an order so that you always follow the arrows (start at the one where there is only one arrow leading away). Go through the small gate once it's open. Go into the small building here to find a kitchen. Pick up the lemons, and take the book off the shelf to get a chart. Go back outside and click on the electric box. Pull your chart and lemons out of your stock. Now pull the lemons on the mains so that each of them connects a positive and negative terminal; There will be one lemon left that you will take with you. Now climb straight up on the roof. Go and take the hook from the far left and attach it to the antenna. Press the button on the front of the building, then get up and sit on the antenna. Market Chase the cat all the way to the mayor's house. Talk to the mayor until she gives you clues on how to get into the rest of the city. Go down the stairs to the right and click on the gears. Place all gears on pins so that they are interlocking and spinning properly. Go back up and outside, and click on the small box just to the right of the mayor's house for another puzzle. Click on the 3 buttons at the top right of this puzzle to rotate the different colored platforms so they match the display at the bottom right. Once this is achieved, click the red button. Now climb the new staircase and go through to the next area. Photographer Press the little red button next to the door of the house on the left, then enter. Talk to the photographer, then look at the big book with pictures on the bookshelf. Continue to the room on the left, and look at the box on the left to see the next Piece the labels correctly together on the bottles and then pour chemicals from the two bottles that match the partial labels listed. Now approaching calling. If necessary, reset the position of the lenses using the red X button. To get all the light in the room red, press A three times, switch the oversteer to the right, press C and B, switch back the top control to the left, and then press C three times. Pull the lever on the wall 3 times, then go back to the box with chemicals and soak 3 negatives. Go back to the right and show the photograph to the photographer. Go back out and use the photograph on the red flashing light on the other building. Walk through the door and climb the ladders. Crane Climb all the way up the crane. Pull the lever to the right to trigger the spare motor. Climb down and then up to the cliff. Go and try to pull the backup engine, then talk to the Faucet Operator. Climb back down again and talk to Baker on the right, solving his puzzle (the middle orange bun is wrong) so you get a bun as a reward. Give this bun to the man behind the red window at the bottom. Talk to the man in the yellow house, then the lady above, then the man and then the woman again. Give the opener to the man. Climb back up the faucet, then click on each of the locals in turn to start the engine. Quickly use the controls to move the dome down and to the right. Click on the locals again as needed until the dome covers Lightwell. Climb down from the crane, up to the right, and down through the hole just right of Lightwell. The Lightwell Attach the rope to yourself, then pick up the mirrors and place them on the slots on the wall to send light into each of the side rooms. Now jump down to the lower left and enter the code specified by the drawings in each of the rooms. Based on this numeric layout, the code is to be written 16492510. The park look at the red door to see a puzzle with no obvious answer yet. Head to the right and watch the large display, then go back to the door and arrange the three concentric circles to match the display. Inside, pull the red handle, then ride on the bike to power the pump. Go out again, over to the right, and then down the red rope to the left. Drop off when the rope is at its lowest. Talk to the man in the house on the left, then the man in the cage on the right. Take the spanner from the outside of the hut, then climb back up the rope. Enter the house again and use the spanner on the second handle, then use the handle to stop the water flowing. Get out there and jump on the wheel. Climb along the red ropes to make your way to the middle and grab the blue-green trousers. Climb back from the wheel by going near the edge, then climb down and give the pants to the man in the cage. Pick up the guitar, then play the following melody (numbering strings 1-6 from bottom-top): 44341 22334 55664 33441 4434111 2233414 Play through the entire piece again, then stand up and knock on the door House on the left - you will be released up to the backyard. The cyclist Talk to the cyclist and then move the patches on the tire to cover the puncture holes. Click on the nozzle to pump up the tire. Now climb onto the roof and adjust the red part of the track before climbing back down and using the bike. Click when you reach the top to jump off the bike and climb up to the next area. Captain right and into the ticket station. Pick up the little trowel from the plant in the corner, and browse through the brochures. Go back out and return left, then climb up the ladder at the left side of the building to reach the roof. Use the notes to figure out which squares to try, and keep clicking to dig deep and eventually reveal the potatoes in 4 different locations; You will collect them once you have found them. Grab the big potato bag to ride them down, then click on the Fish & Chips store to give the potatoes to the shop owner. Take the package of fish and chips when offered. Go back up and climb the high ladder once. A bird will start following you now that you have fish and chips. Talk to the man on the grill, then wait until he is distracted by his wife and steal a packet of salt from next to him. Climb up further and talk to the sailor next to the fixed boat. Climb further and put the salt in the water tank. Now examine the pump on the side of the tank. Solve the math problem, then pull the red handle to check your answers. Climb down again and talk to the sailor again. Now go to the top of the mast on the ship, and put the fish and chips there. Open the red hatch on the boat to climb down, then talk to the officer. Take the plans from him and solve the puzzle so the lines are all continuous from top to bottom. Climb back up and pull on the anchor to wake the captain. Now climb down the anchor to reach the next area. Sky Garden Open the door to the green carbon dioxide pump and adjust the pipes to make the flow work correctly (use pipe numbers 6, 8, 1, 3 and 11). Now climb the left ladder. After talking to the man here, use the pump controls to move the coin around until it rests on the circle and you can take it. Climb back down, then climb up the second ladder to the red building. Look at the machine and insert the coin, then press the red buttons until they are all completely depressed - you will automatically take a deflated balloon. Climb onto the roof and use the balloon on the valve to fill it with helium. The city goes through the doorway behind you into a library. Go halfway up the middle ladder to find a book on Morse code, and take out the removable guide before returning outside. Head around to the left, then climb all the way up to the brown roof. Slide down the flags, and jump off whenever you can to turn right. Keep climbing up to reach a light grinder, and walk through the red door at the top. on morse code machine, then take the coat hanger from the top. Climb Climb step and look through the telescope to see someone holding a sign. Open the box on the left and you will take a key from the inside. Red the sign on the left wall, then use the controls on the rear wall. Turn the lenses until they all direct their light horizontally. Now use the controls on the left and you will automatically take up morse code guide. Use the right handle to change between points and dashes, and the left handle to send signals. Send the Morse code for SOS, then look through the telescope to get another message. Now go back and send the Morse code for REP. Go out and look through the telescope to see the market and then your grandfather. Use your coat hanger on the rope to slide down. The Diner go right and climb on top of the diner. Solve the solar oven puzzle. Now head into the diner and play pinball; You need to move the bumper to first get a ball to the jackpot area at the top left, then on a second game get the ball to the second jackpot area. After you have entered the token, give it to the customer in the diner and you will receive 4 pieces of mail. Go outside and go up to the pole stop. Use the mailboxes and you will automatically look at the 4 pieces of mail. Decipher the addresses like: 32 New St Eight Piano Garden Square 24 Lightwell St One Spinner House Climb down and talk to the waiter, then head back to the mailboxes and click to travel to your next stop. Spinner House Go over to the right and use the red spinner in the middle of the house, then go over and use the lower left spinner (near the old man). Slide down the blue pole right next to you and head over to the left to use the spinner in the middle lower part of the house. Go up to the red room at the top and open the door to get a hammer. Use the same spinner as last time, then go to the bottom right and use it there - you will end up back next to the old man. Run through the bottom of the house and use the spinner at the bottom right. Climb up the two ladders to reach a breeze and search your chest here to get some nails. Climb back down a ladder and use the spinner here. Use the gramophone, then climb the ladder to the right and slide down the blue tube further to the right. Run back through the bottom of the house and use the spinner near the old man. Slide down the long blue barrel to reach the bottom room, then use your hammer and nails on the closet directly above you. Use the lower right spinner. Go in and climb the yellow stairs, then head outside to the left and get a key from the box. Go all the way to the far right now and use your key on the blue door. Open the round door and head through. The moving city climb up the tube, then jump over to the red ladder and climb up. Keep running right and up to reach the grey maintenance panel high up. Open this and solve the cog puzzles. Now make your way down and on the left, then back to the right until you are inside an orange house. Take the key inside the cabinet, then go back out and up towards the red door on the left. Use the key on the small panel to its right side, then solve a circuit board puzzle (match up all pairs of numbers). Now just follow the guides on the right and go through the oval cover to the next location. Turbine hall Press the orange button and then enter the room on the left. Read the birds pamphlet, then use the old machine on the left. Pick up a hole card and enter the code for MARY by punching holes where they are located below: 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 Put the card in the slot. Now take another card and enter the code for number 2, then enter this card into the tray. Leave this room and now head to the room further up the hall. Look at the TRAK700 machine in the middle of the room and arrange the spindles so you can pull the strap from the starting roller, over the 4 lights, and back to the end roller. Once you have done this, go back outside and head up to the upper left room. Click the projector and complete the circuit by merging A-A and B-B. When you realize you need a power source, plug in your lemon. Watch the video projected on to the screen and you will learn the exit code. Leave this room and go to the upper right room, enter code 49463. Factory roof Climb up the ladder and you will automatically open the door and go up on to the roof. Go to the bar in the background and climb the ladders all the way to the top. Top.

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