

I'm not a robot



How to leave the classroom in riddle school transfer 2

GamurS Account Creation and Gameplay Guide for Riddle Transfer 2 To create a GamurS account, follow these steps: 1. Log in and choose a username using 3-30 alphanumeric characters. 2. Choose your communication preferences and opt out at any time. 3. Check your email for an account confirmation link. If you forgot your password, enter the email address used when joining and receive reset instructions. The game Riddle Transfer 2 is a point-and-click puzzle adventure created by Jonochrome. It follows Phil Eggtree and friends as they escape a high-security facility solving logic-based puzzles. Gameplay Basics: 1. Explore different rooms, collect items, and crack codes to progress. 2. Each puzzle requires critical thinking, pattern recognition, and creativity. 3. Use the inventory system to store collected objects and interact with them using context clues. Step-by-Step Walkthrough: 1. Escape the Holding Cell: Click on the air vent above the door, use the screwdriver to unscrew the vent cover, and enter the vent system to escape. 2. Unlock the Security Door: Enter the passcode found in a hidden note or clue in the room to unlock it and proceed to the next area. By mastering these basic mechanics, you'll be better prepared for more challenging puzzles ahead. Looking for useful items in the hallway to unlock your friends' rooms. Each character requires individual puzzle-solving to free them. Utilize items found previously to aid your progress. Solving the final escape puzzle involves gathering clues and entering the correct sequence into the control panel. To beat the game quickly, follow these tips: click on everything, pay attention to clues in dialogue, use items wisely, and solve keypad puzzles by looking for patterns. If stuck, try using an item with different objects or characters. Common stuck points include the holding cell, security door, and missing items. Solutions involve interacting with specific objects, such as the air vent and screwdriver. For the final escape puzzle, ensure all friends are freed and necessary clues gathered before activating the sequence. Riddle Transfer 2 is a puzzle-adventure game where you play as Phil Eggtree, a student trying to escape from school by solving logic-based riddles and collecting items. On average, it takes 30-60 minutes to complete the game, depending on how quickly you solve the puzzles. There are no secret endings, but hidden Easter eggs referencing past Riddle School games can be found throughout the game. If you get stuck, recheck previous rooms for missed items, look for clues in dialogue and background details, or use the step-by-step walkthrough to progress. To escape Riddle School 2, you must first exit the Janitor's Closet and locate the Teacher's Lounge, which is currently inaccessible. Take note of its location as you may need to revisit it later. Next, proceed to the Music Room where you can pick up a quarter from near the drum set. You will require more funds, so continue exploring to gather additional coins. Subsequently, visit the Water Fountain Area in the hallway and collect another quarter from the floor nearby. Having obtained two quarters, you can now purchase a cookie from the vending machine in the Cafeteria for 50 cents. Interact with the Lunch Lady to access this option. Now that you have acquired the cookie, follow these steps to bypass Chubb, the student blocking your exit: 1. Approach the main hallway where Chubb is situated and click on him. 2. Give him the cookie from your inventory, allowing him to consume it and relocate out of the way. 3. Click on the newly cleared exit door to proceed. Congratulations! You have successfully escaped Riddle School 2. Watch the concluding scene featuring Phil's triumphant celebration. To speedrun the game more efficiently: * Follow a set order: Collect items in the classroom, then head straight to the janitor's closet and subsequent areas. * Memorize item locations to avoid unnecessary clicks. * Use keyboard shortcuts for faster navigation. * Challenge yourself to complete the game within 60 seconds or less. Common obstacles include: * Difficulty leaving the Classroom due to Mr. Soggy's presence: Retrieve the hall pass from the door side to bypass him. * Trouble finding money for the cookie: Collect quarters in the Music Room and near the Water Fountain. * Stuck on Chubb blocking your exit: Purchase a cookie and give it to him to clear his path. Remember, you do not need to enter the Teacher's Lounge. Enjoy your escape! Where can I find the bucket? You hear about a bucket but don't know where to look. It's inside the Janitor's Closet - just remember, you don't need it to complete the game. Did you know that Riddle School 2 was released in 2006 after the success of the first Riddle School? The game was made by JonBro (Jonochrome), a well-known Flash game developer. Even Mr. Soggy, your teacher, has a name that references his boring lessons - like a soggy lecture! Chubb is known for blocking paths and always wants food to move out of the way. If you click on certain objects, Phil's funny dialogue will appear. Try clicking on the trash can in the cafeteria for a hidden joke! Riddle School 2 was built using Adobe Flash, but since it was discontinued in 2020, fans now play the game using Flash emulators or online archives. After Riddle School 2, JonBro went on to make five more games - including Riddle School 3, 4, 5, and Riddle Transfer! To progress through Riddle Transfer 1, start by completing the original walkthrough first, as it provides a short recap. If playing in order, this will ensure a smoother experience. Additionally, click everything and enjoy corny jokes, especially if you're a fan of the series. Finish watching the credits for a lovely ending. To access the Power Box, select it and enter your starting keycard. Open the Circuit Box to solve a line-matching puzzle by clicking up and down until the image matches the target. Next, use the Transporter Ring to unlock the Monitor with password 4003, then click on Platitude and Plongitude for coordinates. After the cutscene, speak to Ms Cophey and take her Stained Paper Bag to combine it with a Green Backpack Phred gave you. Use the Phil Eggtree Decoy to access the corridor and exit into it. Click the Unlocked Locker to obtain an Exceedingly Long Division book. Head left and enter the Special Class for the Insane. Take Used Chewing Gum from Richy, who requires a Dollar. Go back outside, right twice to return to Ms Cophey's Classroom, then enter the Janitor's closet to take the Bucket. Fill the bucket with water in the Basin outside the classroom and use it on Zack to get boiling hot water. Now go into the Men's Bathroom, take the Hand Soap, and head back to the corridor. Use hand soap on the Gumball Machine to acquire one. Head right twice more, then talk to Chubb in the laser defenses. He'll give you a Dollar after accepting the gumball. Right again, you head into the Cafeteria. Pick up the coffee grains (k1) and combine them with boiling water in your inventory to obtain a Bucket of Coffee. Then, proceed all the way and hand the bucket over to Ms Cophey (b1), who will consume it in one go. Her arm starts spinning wildly, but there's nothing you can do about that yet. Head back outside and left towards the Special Class for the Insane. Provide Richy (d2) with a dollar, which he'll exchange for Elmo's Glue Stick. Next, visit the Teacher's Lounge and converse with the Guard Monster (m1). Give it the long-division book, allowing it to read it; afterwards, take the Eye Drops (m2), and leave. Return to Ms Cophey (b1) and use the eye drops on her spinning arm, receiving the Sawed-open Eye Dropper in return. Combine hand soap with the eye drops to obtain the Sawed-open Eye Dropper Full of Soap, then use Elmo's Glue on that to acquire the finished Eye Dropper Full of Soap. Return to the teacher's lounge and reposition the eye dropper full of sopa where you initially found it (m2). Engage in another conversation with the monster (m1) and inquire about its dry eyes: Ouch. With the doorway now clear, proceed into the Principal's Office. Following a cut scene, you'll be presented with a series of questions to answer correctly through multiple-choice options. The correct answers are: Quiz (answer B), Useless (answer D), Everyone (answer A), and I Saw It (answer B). After another cut-scene, you'll find yourself in a shuttle with Quiz. Look behind the seats (n1) and then watch the flickering Escape Pod sign, which blinks the letters EACCA. Click the Dialpad Panel on the right (p1), enter EACCA, and obtain the Key from the opened slot. Given text here: enigma that challenges you to navigate its labyrinthine classrooms. Within these hallowed halls, one particular puzzle looms large—how to escape the clutches of a classroom once your riddle-solving prowess has triumphed? Behold, dear riddler, as we unveil the secrets to leaving the classroom, empowering you to advance through the labyrinth and unravel the mysteries that lie ahead. Upon solving the riddle that binds you to the classroom, you will notice a peculiar luminescence emanating from the doorway. This is your cue to approach the exit, but beware—a final test of your wits awaits. You will be presented with a choice between two doors, one adorned with a shimmering lock and the other bearing an enigmatic symbol. Choose wisely, for the wrong door will plunge you back into the riddle's clutches. Your accumulated knowledge and keen observation will guide you toward the correct door, granting you passage to the next classroom. As you step through the threshold, the riddle school's labyrinthine hallways stretch out before you, promising new challenges and opportunities for intellectual growth. Embrace the riddles that lie ahead with unwavering determination, for each solved enigma brings you closer to the ultimate prize—the secrets that lie at the heart of Riddle School Transfer 2. To leave the classroom in Riddle School Transfer 2, you need to find the secret password. The password is hidden in the riddle on the blackboard. The riddle is: I am a word with three letters. I am the beginning of everything. I am the end of everything. What am I? The answer to the riddle is "the". Once you have the answer, you can enter it into the password field on the door. The key to escaping lies elsewhere. A window on the back wall is locked, but with a hidden key, you can unlock it. To find the key, you must solve a riddle hidden in the desk of the teacher. The riddle asks: What has a bed but no head, a mouth but no teeth, and runs but never walks? The answer, a river, will reveal the location of the key. A table outlining the steps to escape is as follows: 1. Solve the riddle on the blackboard. 2. Enter the correct password into the field on the door. 3. Open the door. 4. Unlock the window using the hidden key. 5. Open the window. 6. Escape the classroom.