Showing Tonight : Mindhunters Incident - Strategy Guide

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General tips

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- This is the official guide for Showing Tonight: Mindhunters Incident
- This guide will not mention each time you have to zoom into a location; the screenshots will show each zoom scene.
- Hidden-object puzzles are referred as HOs. This guide will not show HO solutions. It will identify the location of the HO and the inventory item acquired.
- Silhouette matching objects are solved by rotating them until they match the given silhouette. These are referred as SMOs. Most of the SMO solutions will be presented in this strategy guide.
- Silhouette hidden-object puzzles are referred as SHOs. This guide will show the location of items to be found and the inventory item acquired. It will not show the solution for each silhouette matching object within the puzzle.
- This guide will show solutions for non-random puzzles. Please read the in-game instructions for each puzzle.

Chapter 1. What's the frequency Nathan?

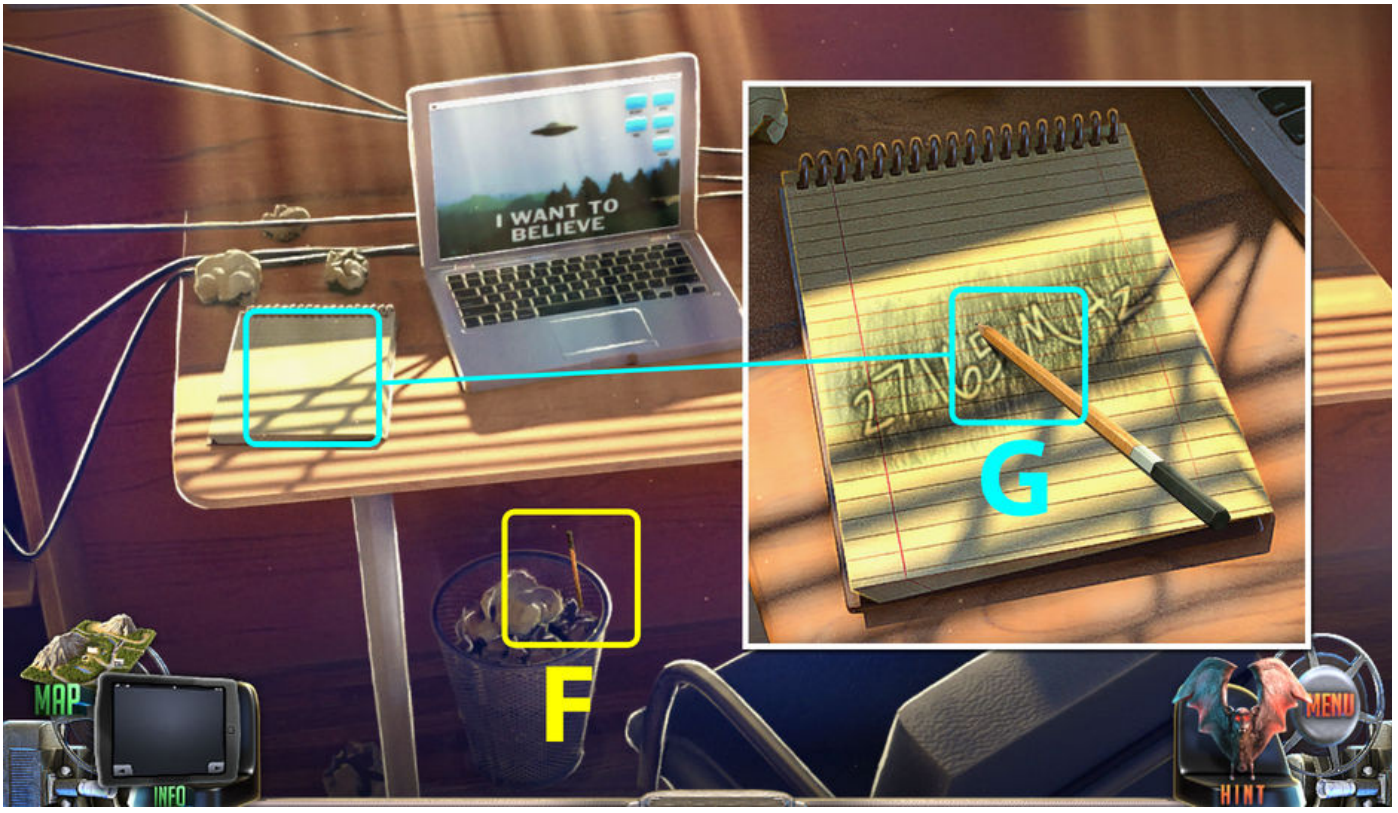
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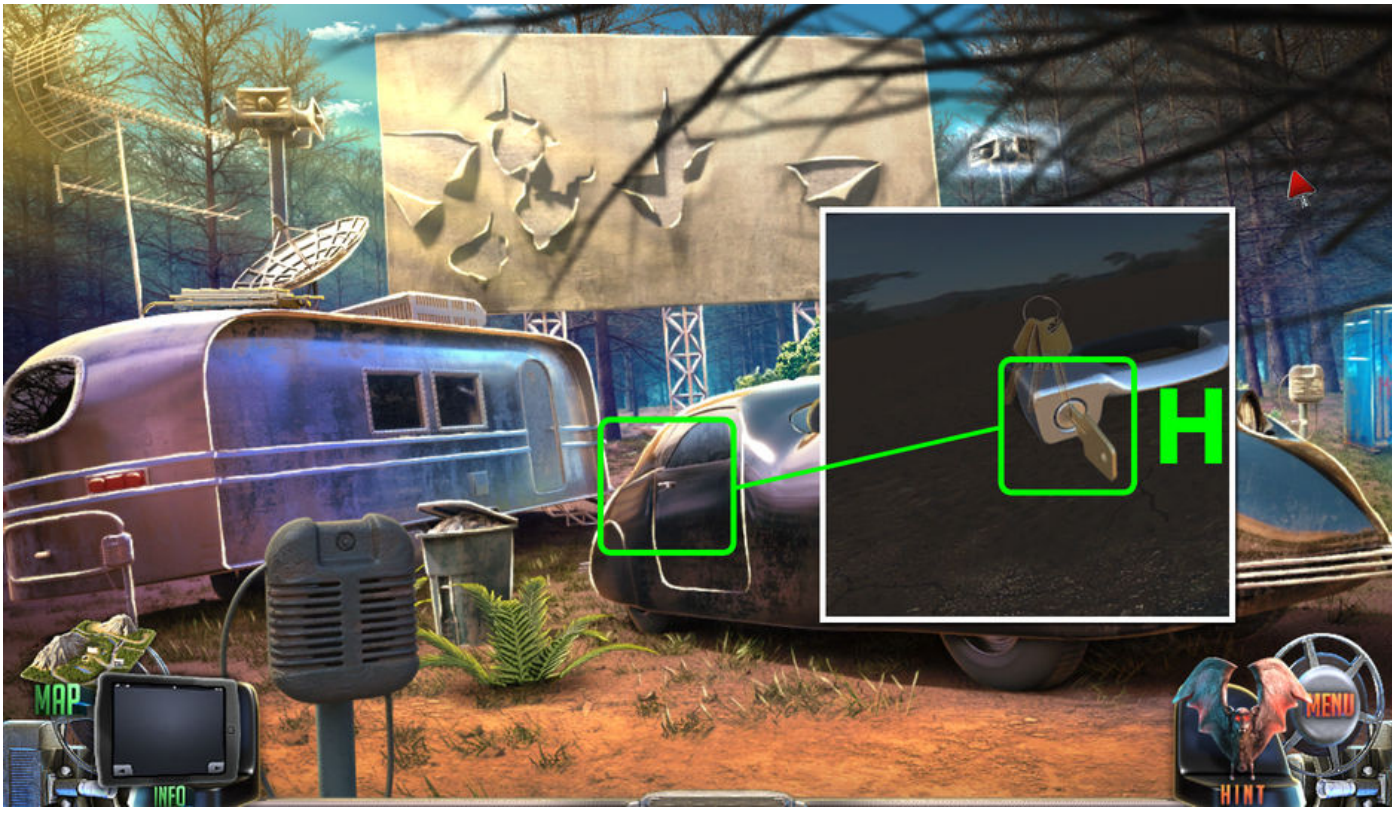
- Under the Airstream pick up the TABLET (A).
- Solve the trash can HO to receive the BOTTLE (B).
- Go inside Airstream.



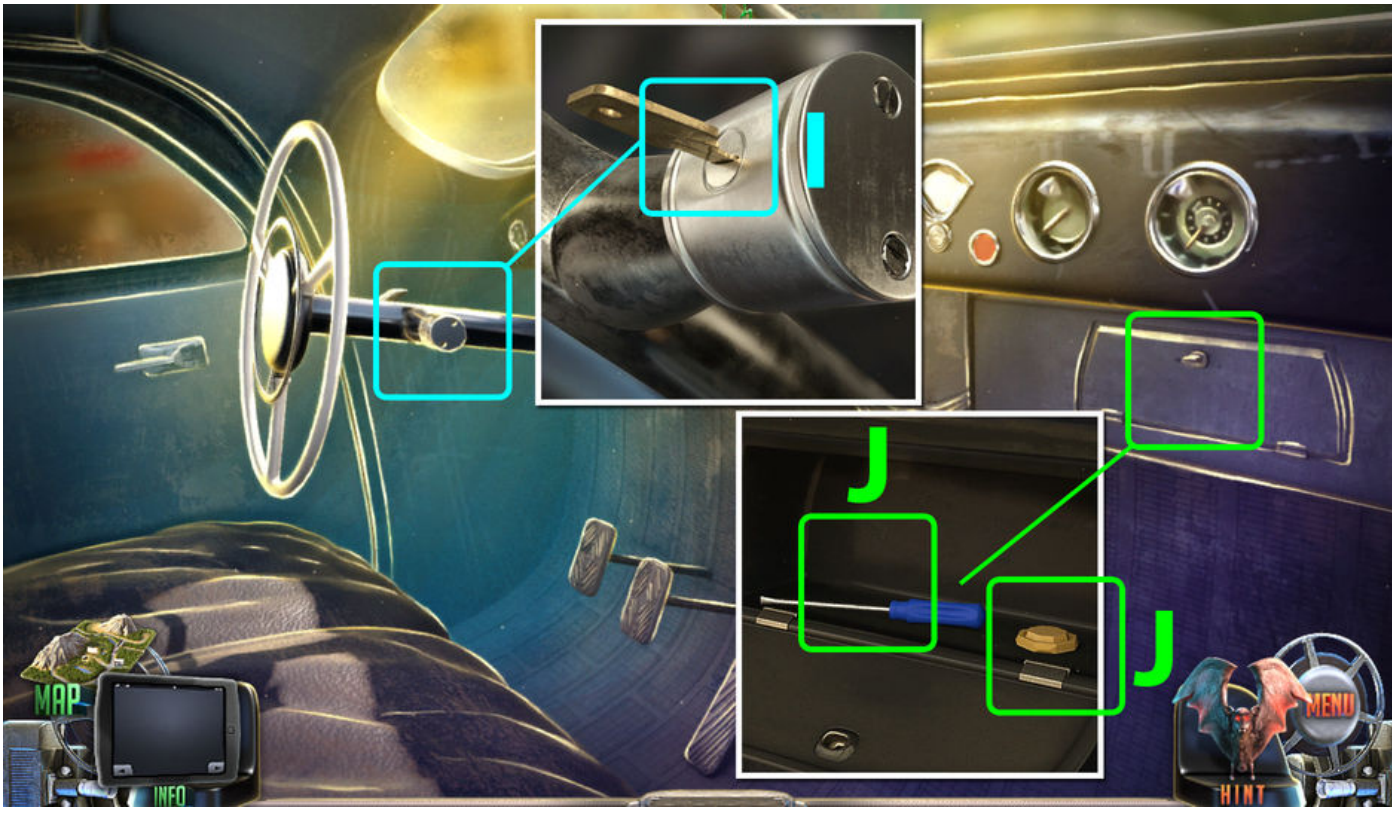
- Solve the SHO to receive the FUEL CANISTER (C).
- Click on the lower right corner of the poster and take the CAR KEYS (D).
- Open the drawer and take the DUCT TAPE (E).
- Go to Desk.



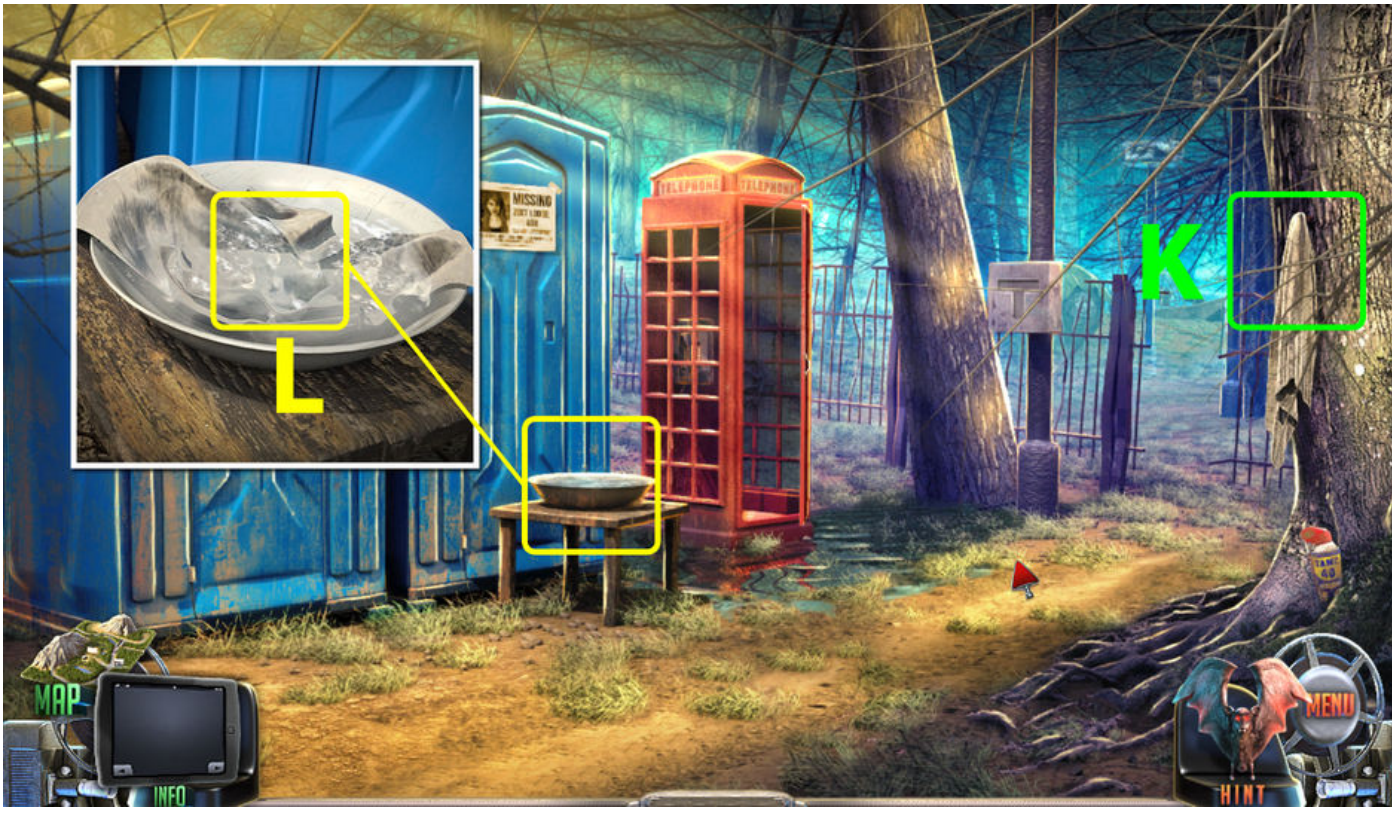
- From the trash bin take the PENCIL (F).
- Use the PENCIL on the notepad and receive the FREQUENCY TABLET HINT (G).
- Go back twice to Drive-in.



- Use the CAR KEYS to open the car door. You receive CAR KEYS again (H).
- Enter the car.



- Use the CAR KEYS on IGNITION LOCK. You get the message that the cat won't start (I).
- From the glove compartment take the FRIDGE MAGNET and the SCREWDRIVER (J).
- Go back once then to the Toilets.



- From the tree take the RAG (K).
- Use the RAG on the WASH BIN to receive the WET RAG (L).
- Go to Woods.



- Use the WET RAG on the FIRE and take the BRICKS (M).
- From the stump take the KNIFE (N).
- Go to Tent.



- From the backpack take the PHONE PUZZLE TABLET HINT (O).
- Use the SCREWDRIVER on the JAR to receive another FRIDGE MAGNET (P).
- Take the PIKE form the ground (Q).

- Go back three times to Drive-in.



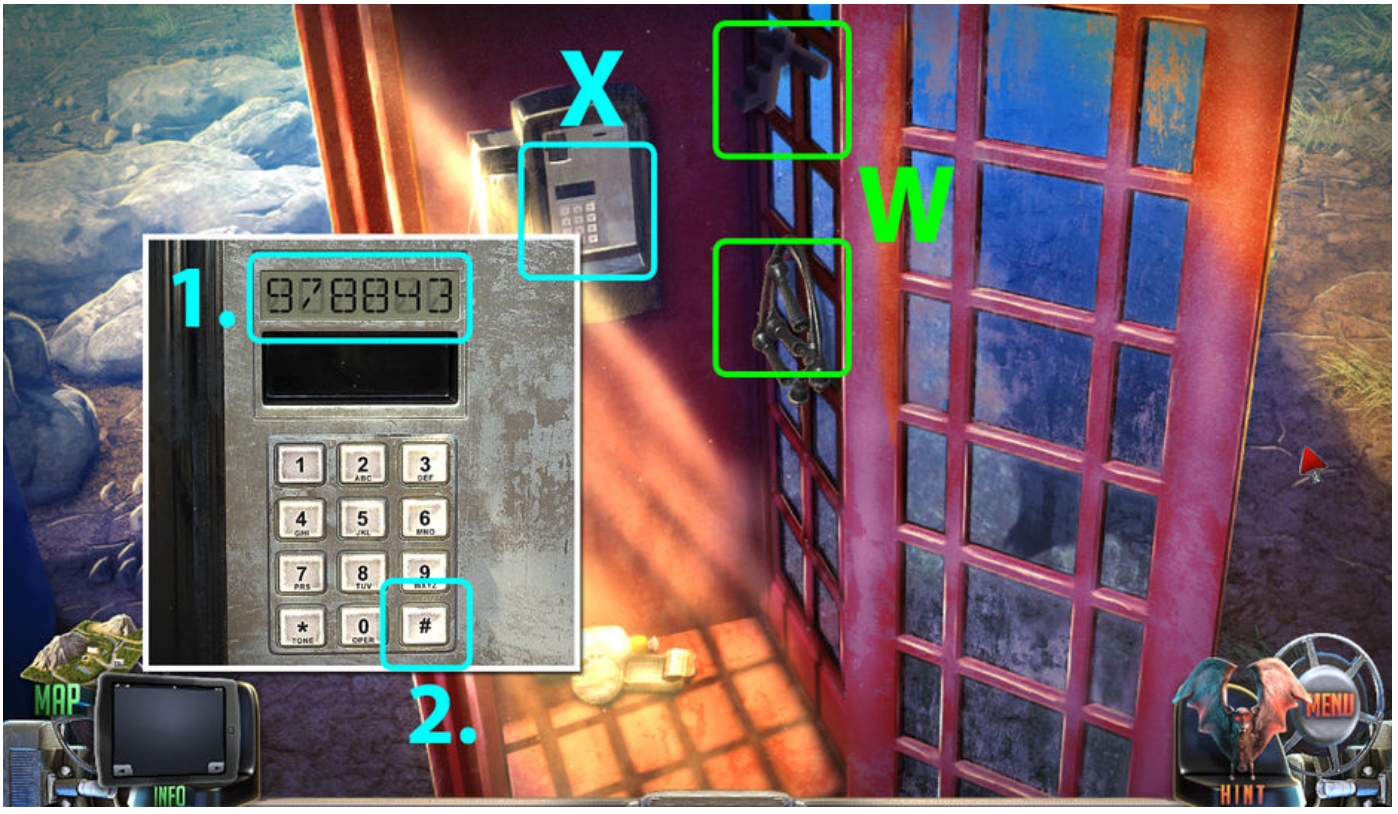
- Use the PIKE on the LADDER, and solve the pike SMO to lower the ladder (R).
- Go to Airstream roof



- Use the DUCT TAPE on the TORN CABLE (S).
- Take the HATCHET (T).
- Go back once, then go to Toilets.

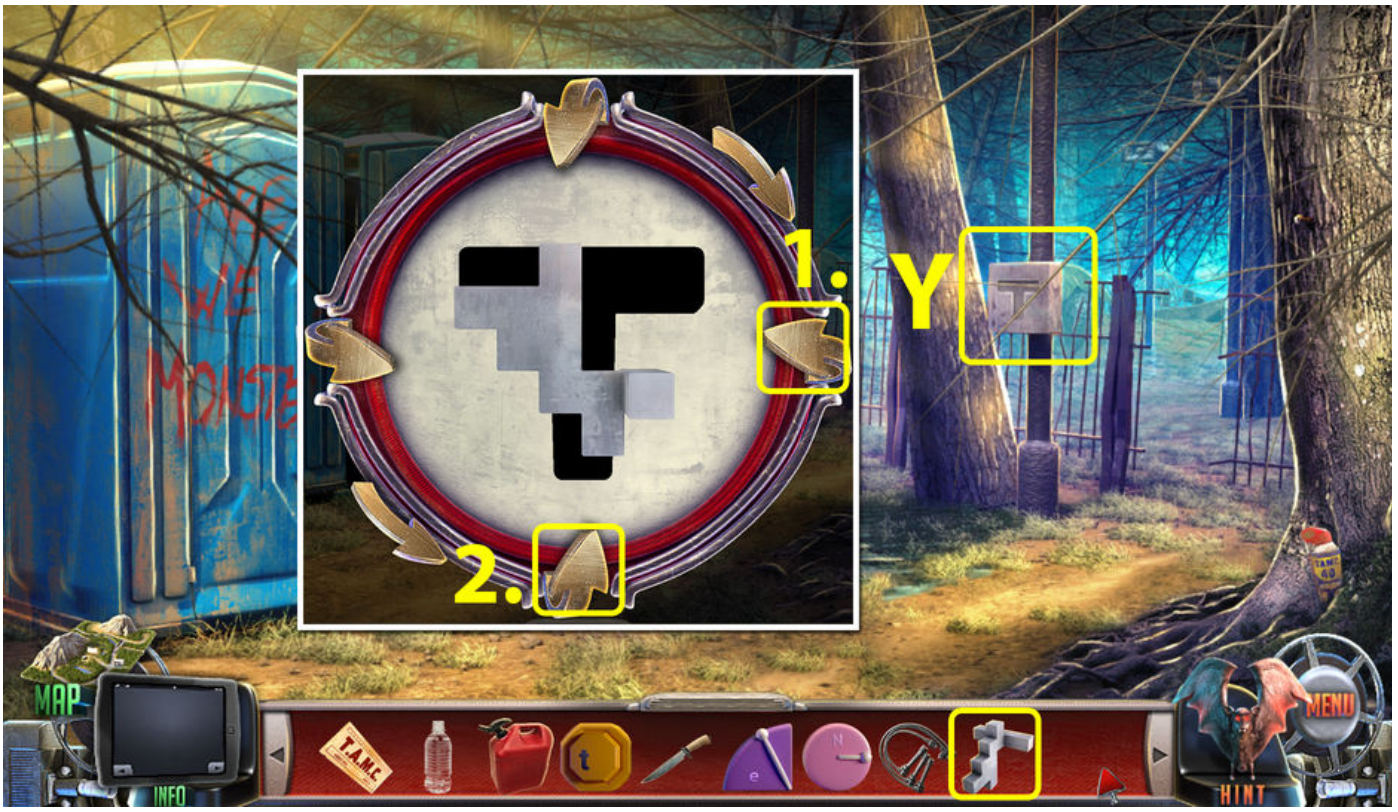


- Use the HATCHET on the TREE ROOT, and solve the hatchet SMO to receive OIL SPRAY (U).
- Use the BRICKS on the PUDDLE below the phone booth (V).
- Go to Phone booth.

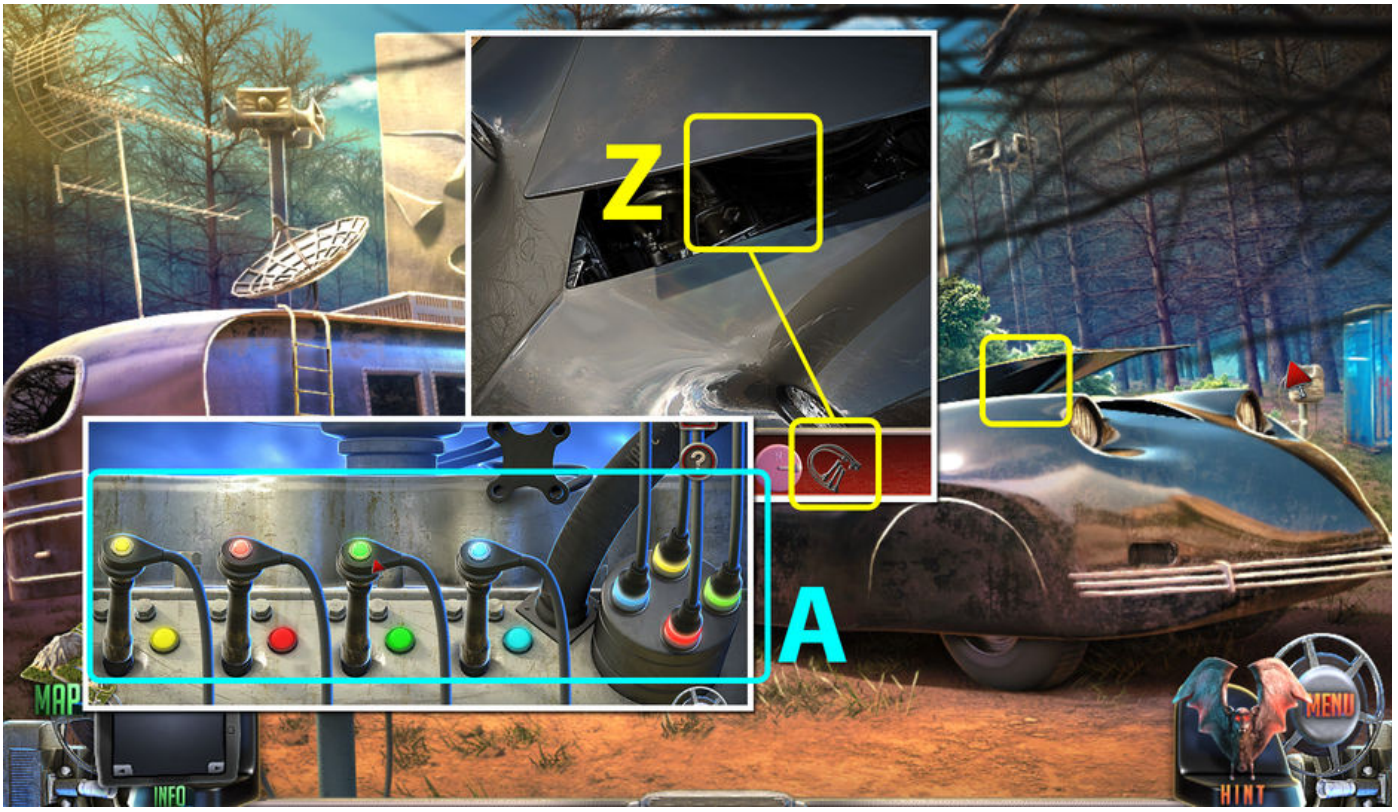


- Take the CABLES and the STRANGELY SHAPED KEY(W).
- Solve the PHONE BOOTH mini-game by entering 978843 and pressing # to receive the third FRIDGE MAGNET (X).

- Go back to Toilets.



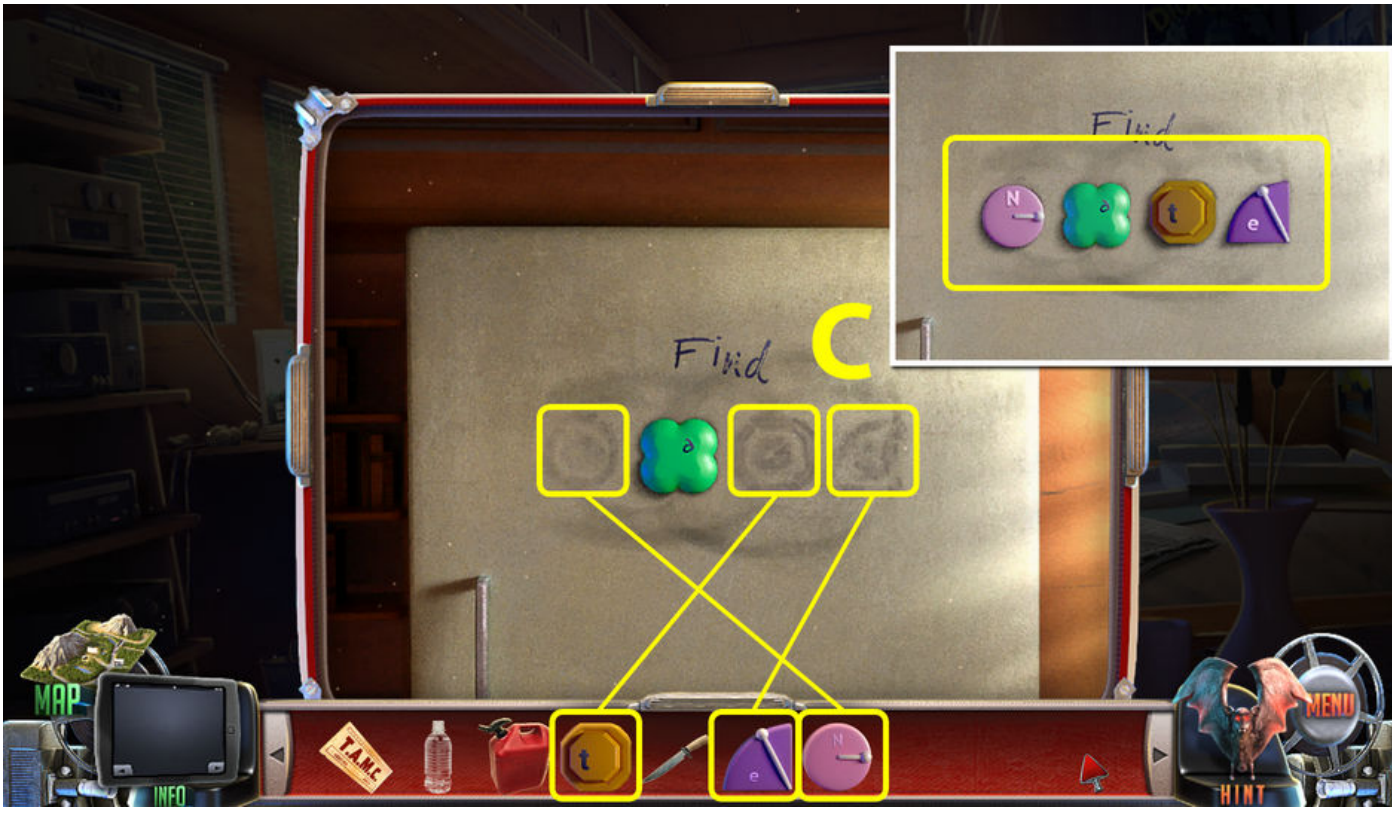
- Use the STRANGELY SHAPED KEY on the BOX WITH THE STRANGE KEYHOLE, solve the SMO and release the first crew member (Y).
- Go back to Drive-in.



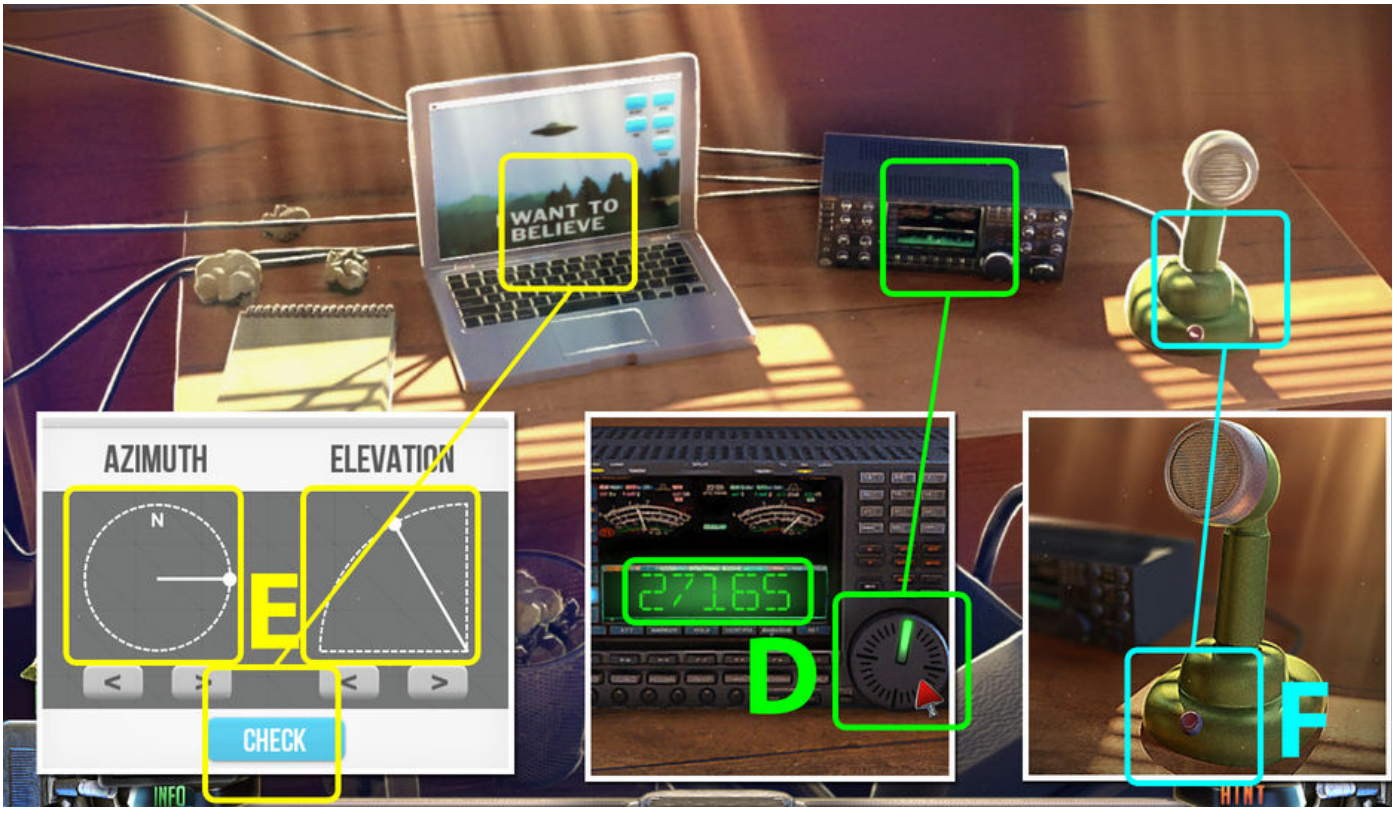
- Use the CABLES on the CAR HOOD to start CABLES mini-game (Z).
- Solve the cables mini-game(A).
- Go to Airstream roof.



- Use the OIL SPRAY on the ANTENNA (B).
- Go back to Drive-in, then to Airstream



- Use all the FRIDGE MAGNETS on the fridge door and rotate the magnets until you solve the mini-puzzle (C).
- Go to Desk.

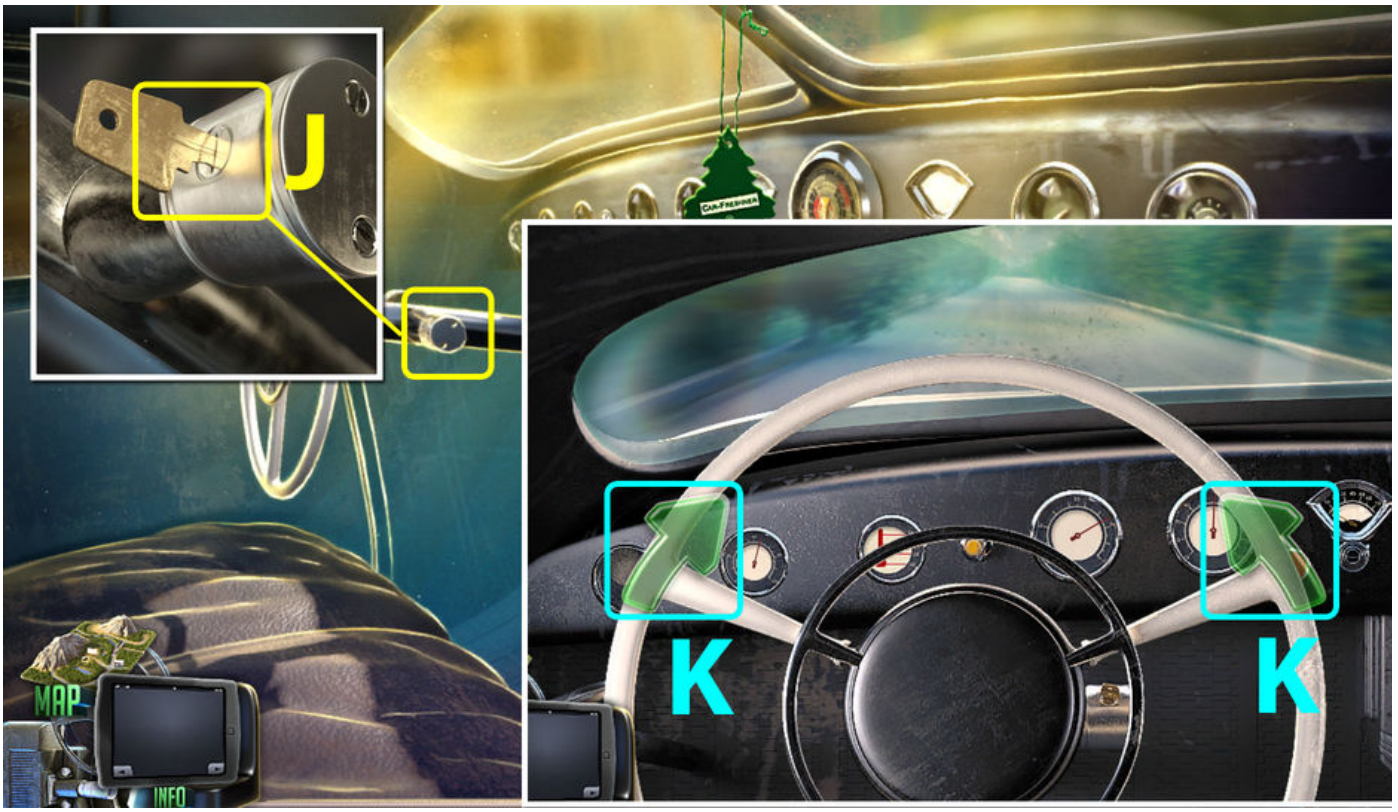


- Enter frequency from the tablet hint into CB station (D).
- Solve the LAPTOP mini-game (E).
- Press the button on the MICROPHONE to discover the map location UNIVERSITY (F).
- Go back twice to Drive-in.



- Use the BOTTLE on the FUEL LID (G).
- Use the KNIFE on the bottle (H).

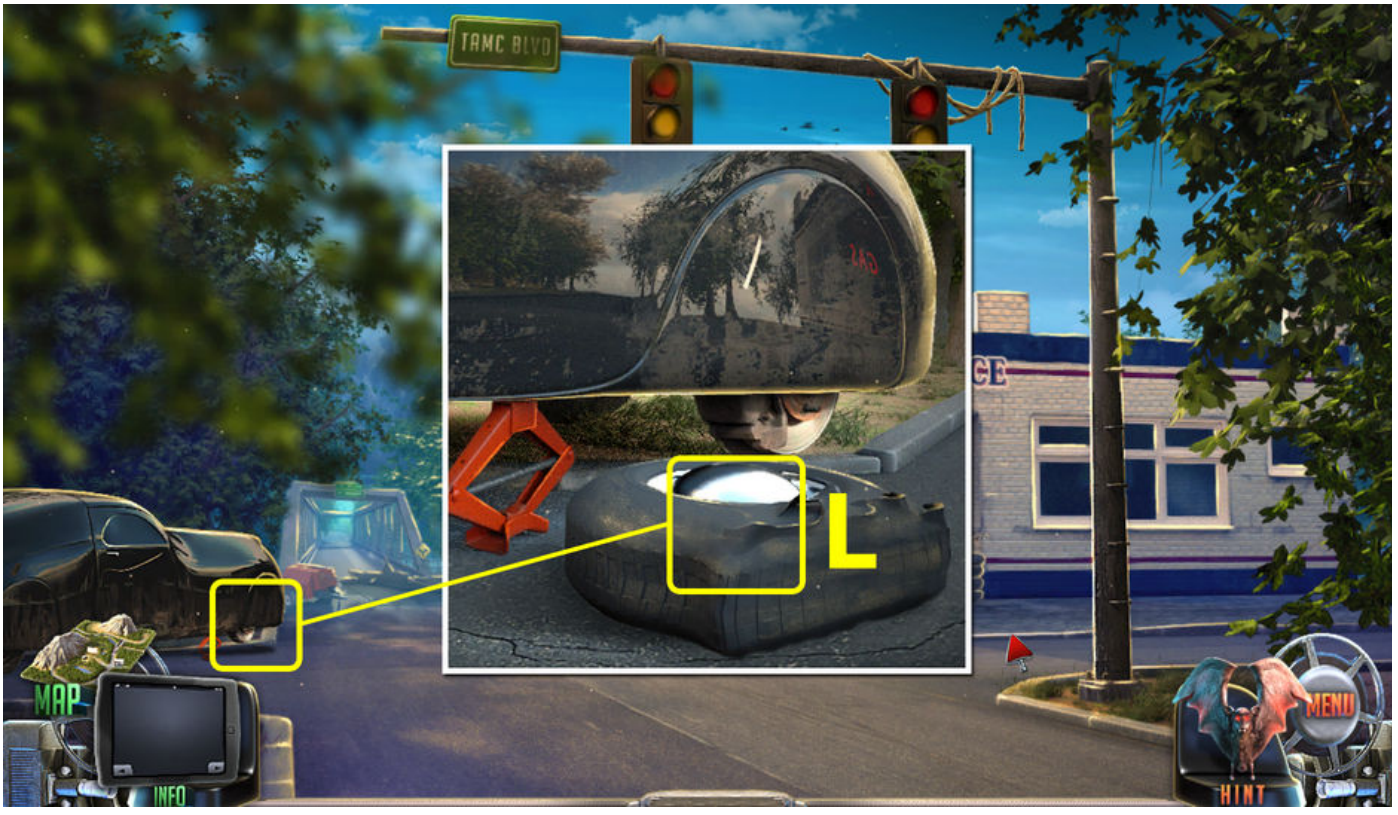
- Use the FUEL CANISTER on the cut bottle (I).
- Enter the car and click on the IGNITION KEY (J).



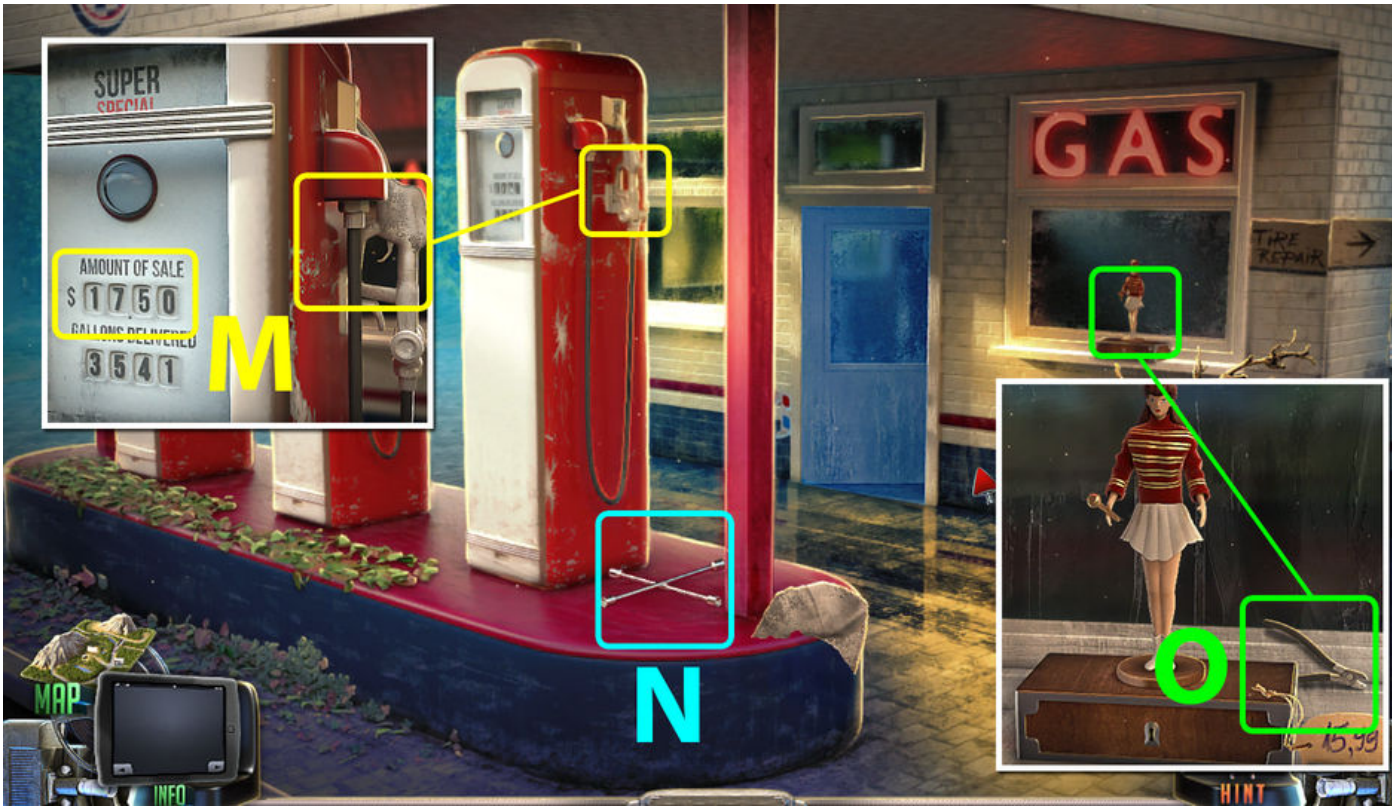
- Solve the DRIVING mini-game by repeating the steering sequence <Right-Left-Left>, <Left-Left-Right-Left>, <Left-Right-Left-Left-Left>, <Right-Left-Right-Right-Left-Right>(K).
- You unlock the GAS STATION on the map.

Chapter 2. Water under troubled bridge

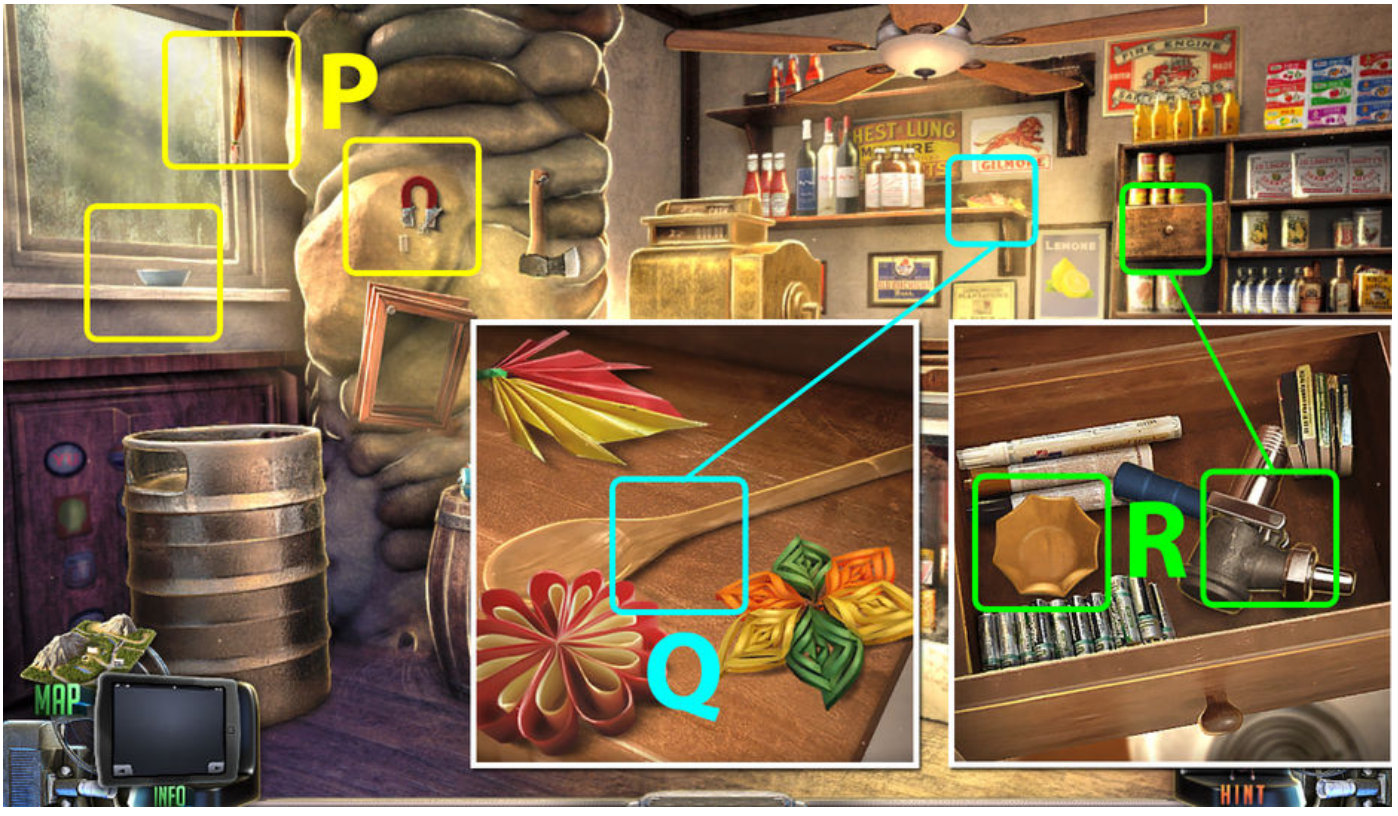
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- Take the PUNCTURED TIRE (L).
- Go to Pumps.



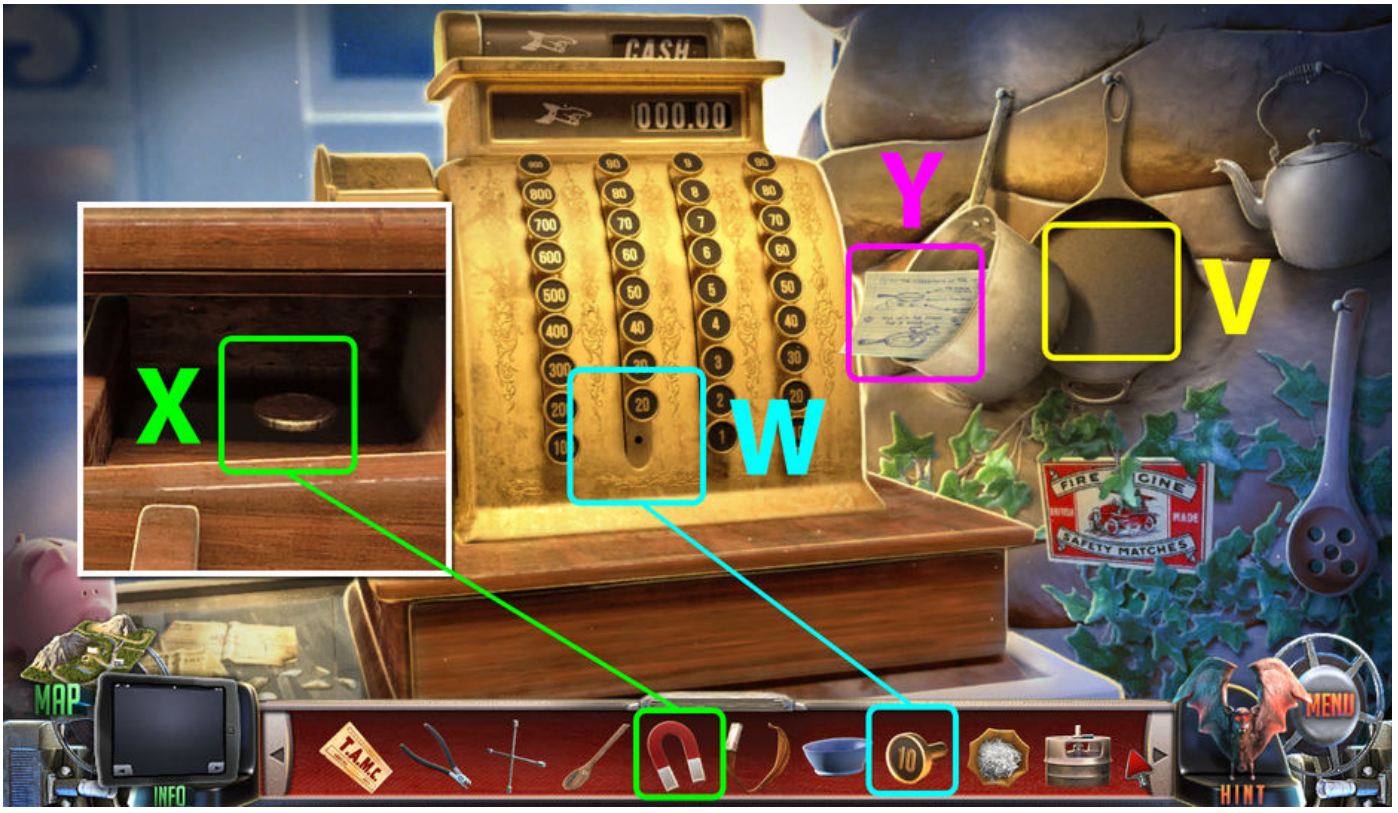
- Click on the PUMP HANDLE to receive PUMP TABLET HINT (M).
- Take the LUG WRENCH from the ground (N).
- Take the WIRE CUTTER behind the majorette (O).
- Go to Shop.



- Take the CUP, FLIES GLUE TRAP and MAGNET (P).
- From the SHELF take the MIXING SCOOP (Q).
- From the DRAWER on the shelf take the KEG TAP and DAMAGED CUP (R).



- From the MOUSE HOLE take the CASH REGISTER BUTTON (S).
- In the mouse hole, use the DAMAGED CUP on the SHREDDED PAPER to receive PAPER SHREDS (T).
- Use the KEG TAP on the KEG to receive KEG WITH TAP (U).
- Go to Cash register.



- Take the SKILLET (V).
- Use the CASH REGISTER BUTTON on CASH REGISTER, type the price from PUMPS TABLET HINT, and pull the register handle to open the drawer (W).
- Use the MAGNET on the CASH REGISTER DRAWER to receive the COIN (X).
- Take the GLUE RECIPE HINT (Y).
- Go back twice to the Gas station.



- Use the CUP on the CAR ASHTRAY to receive CUP WITH ASH (Z).
- Go to Bridge.



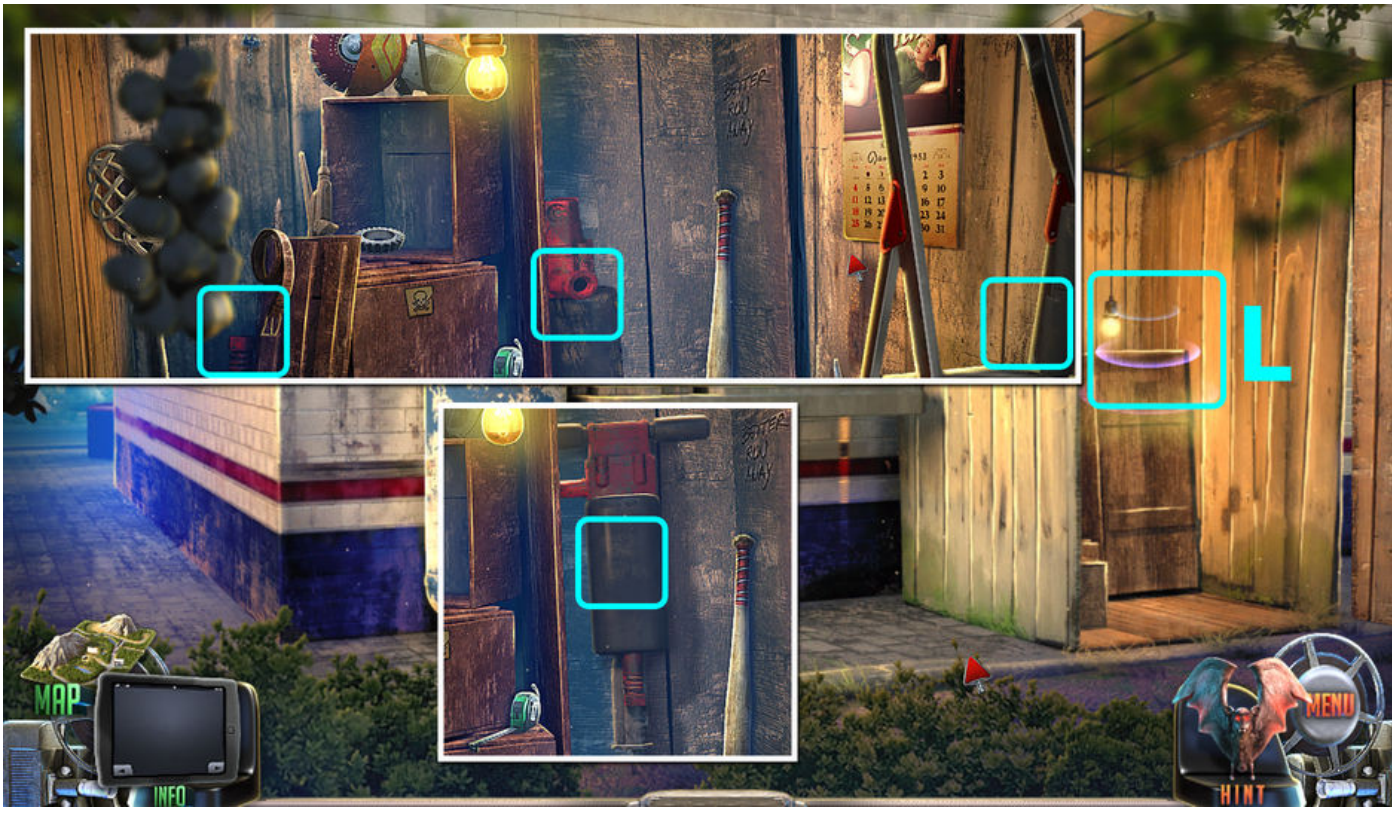
- By the tractor take the CROWBAR (A).
- Use the KEG WITH TAP on the COMPRESSOR, to receive FULL KEG WITH TAP (B).
- Use the FLIES GLUE TRAP on the FISHING ROD to start the FISHING ROD mini-game (C).
- Solve the Fishing rod mini-game to receive the UTILITY KNIFE (D).
- Go back to Gas station.



- Use the CROWBAR on the SHAFT LID (E).
- Use the WIRE CUTTER on the SHORT CIRCUIT WIRES (F).
- Take the BUCKET SCOOP (G).
- Take the ROPE from the TRAFFIC LIGHT POST (H).
- Go to Bridge.



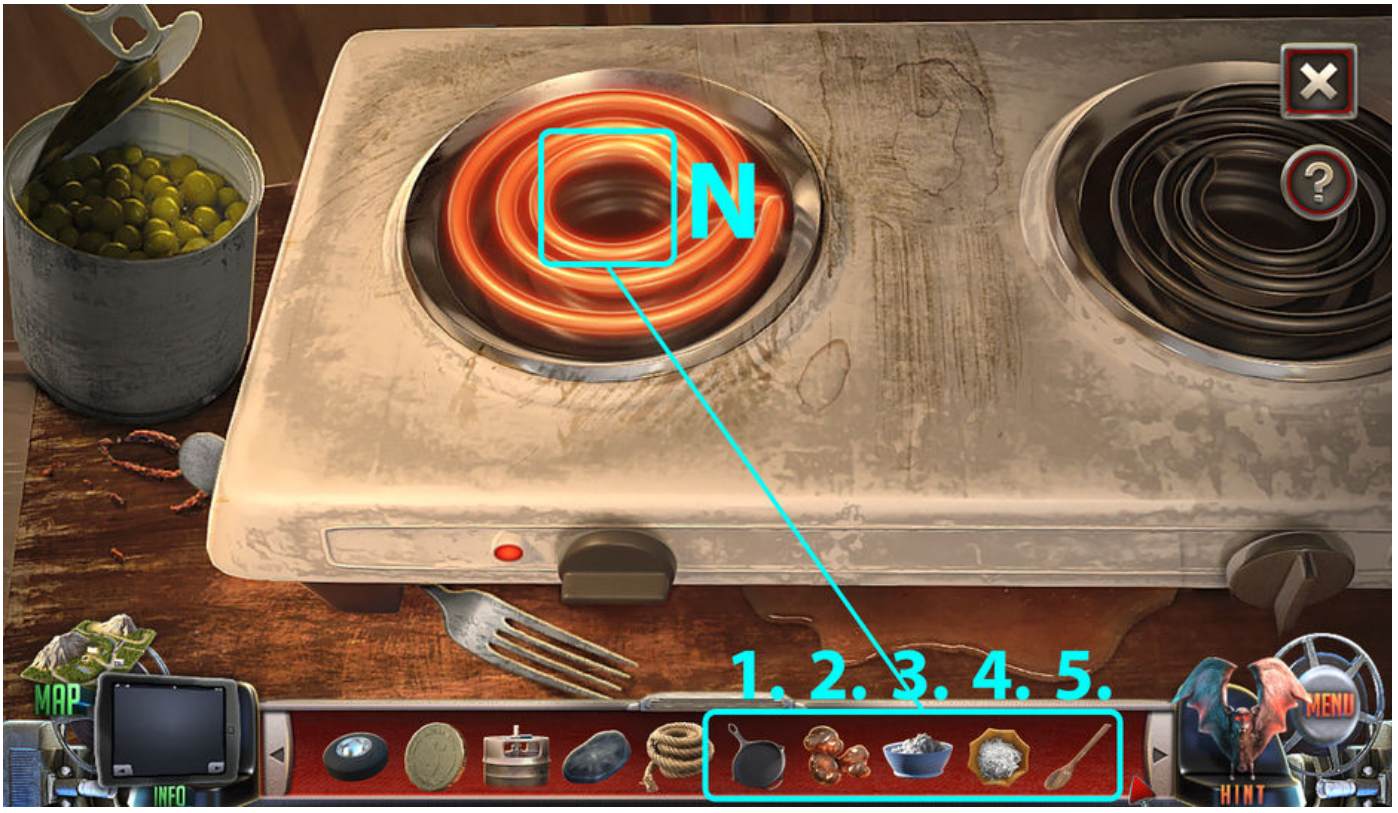
- Use the UTILITY KNIFE on the TRACTOR TIRE to receive TIRE PATCH (I).
- Use the BUCKET SCOOP on the TREE TRUNK to receive RESIN (J).
- Use the ROPE on the tree trunk to tie the tractor to the trunk (K).
- Go back to Gas station, then to Pumps, and then to Shed.



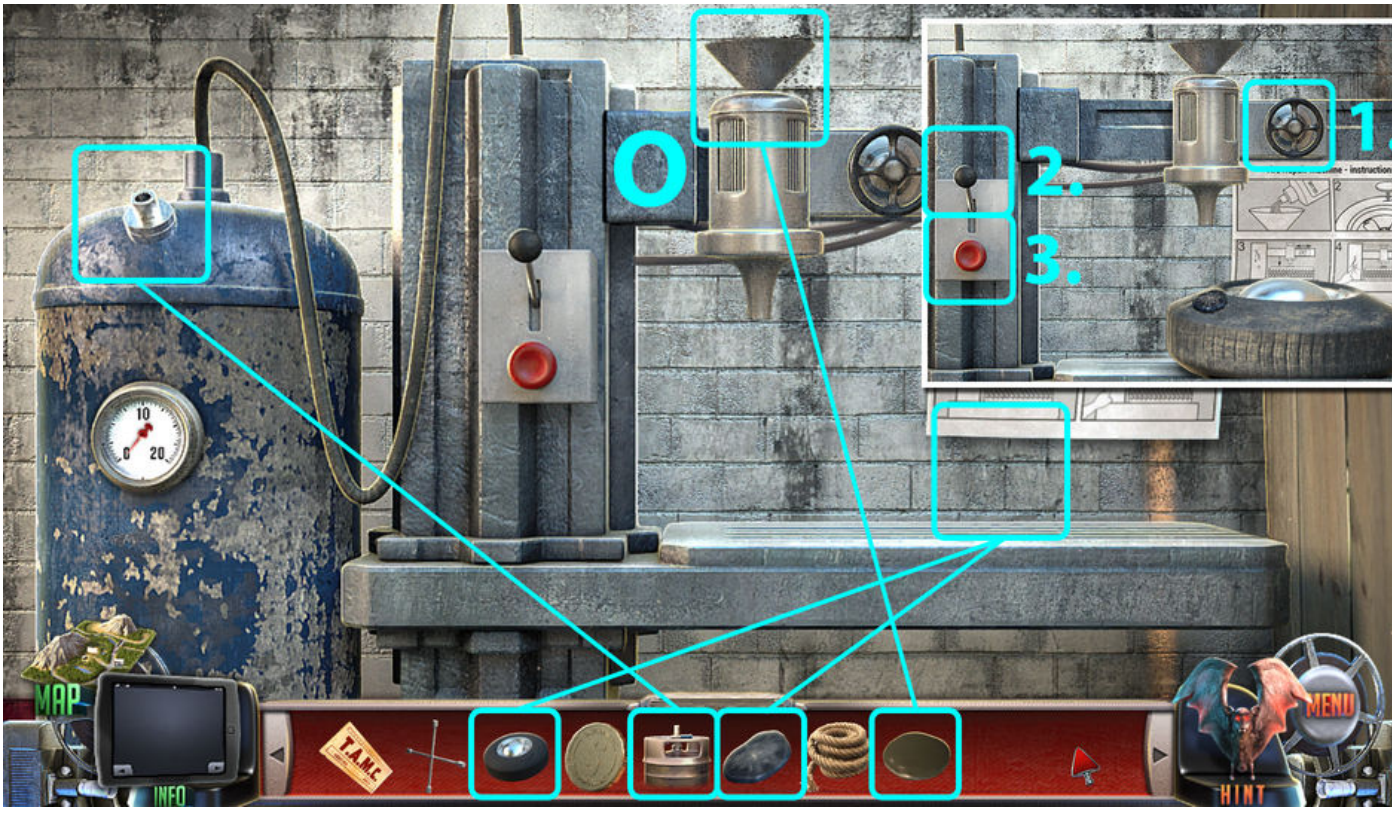
- Solve the SHED SHO to receive the JACKHAMMER (L).
- Go back twice to Gas station, and the to Bridge.



- Use the JACKHAMMER on the CONCRETE BLOCK to remove the trunk from the road (M).
- Go back to Gas station, then to Pumps, then to Shop.



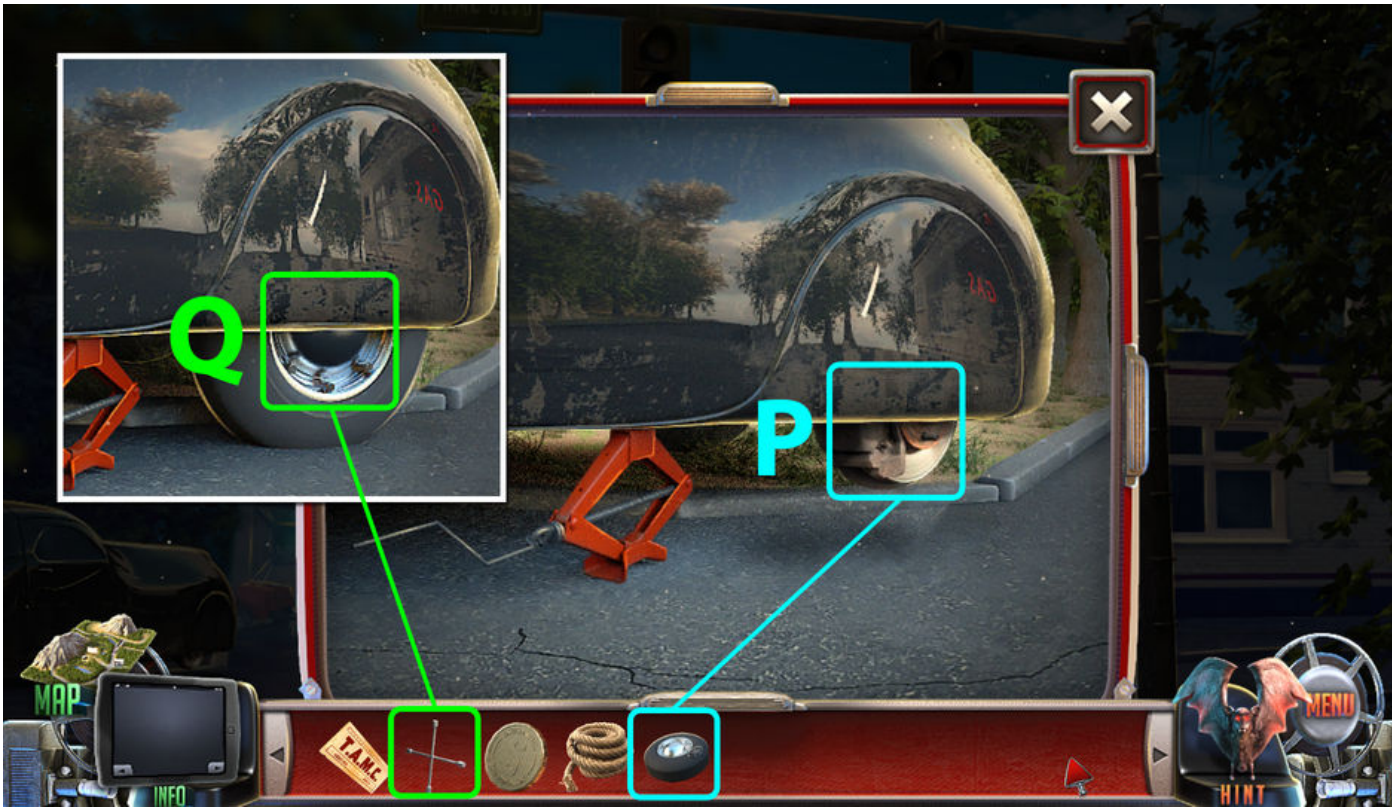
- Enter HOTPLATE mini-game. Put the SKILLET on the HOTPLATE (1), then RESIN (2), CUP WITH ASH (3) and PAPER SHREDS (3), in that order, and then mix it with MIXING SCOOP to receive the GLUE (N).
- Go back to Pumps, then go to Shed.



- Enter TIRE REPAIR mini-game, use the FULL KEG WITH TAP on COMPRESSED AIR TANK, use the GLUE on the GLUE CONTAINER, PUNCTURED TIRE on the WORKING SURFACE, and TIRE PATCH

on the TIRE. Press glue valve (1) until the glue container is in the middle position, then lever (2) and then red button (3) to receive REPAIRED TIRE (O).

- Go back twice to Gas station.



- Use the REPAIRED TIRE on the CAR (P).
- Use the LUG WRENCH on the REPAIRED TIRE (Q).
- The location UNIVERSITY is unlocked again.
- Go to the UNIVERSITY.

Chapter 3. Everything by the book

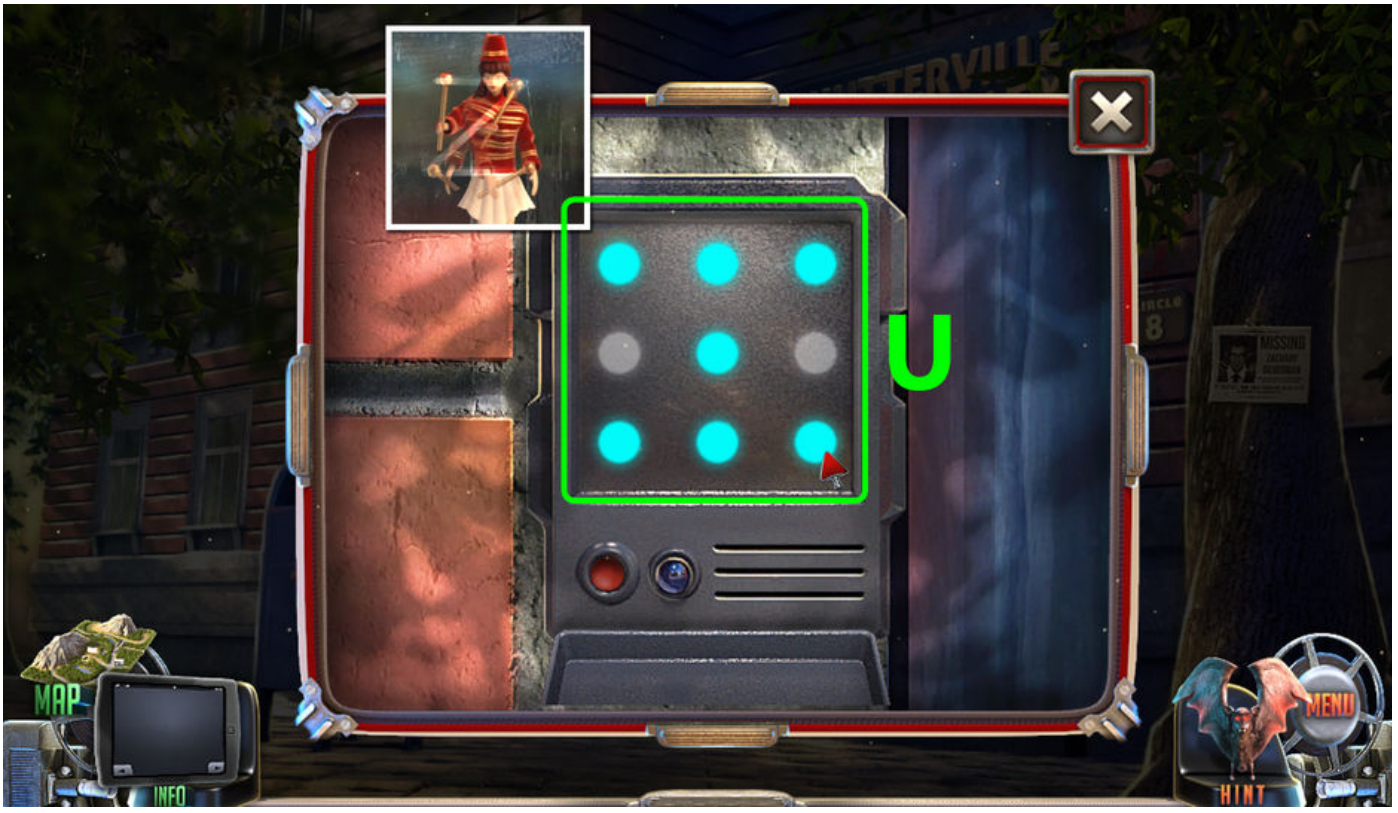
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- Click on the letter in the mailbox to receive WINDING KEY (R).
- Click on the STREET NUMBER to receive STREET NUMBER TABLET HINT. (S)
- Go to map, then to the Gas station. Go to Pumps.



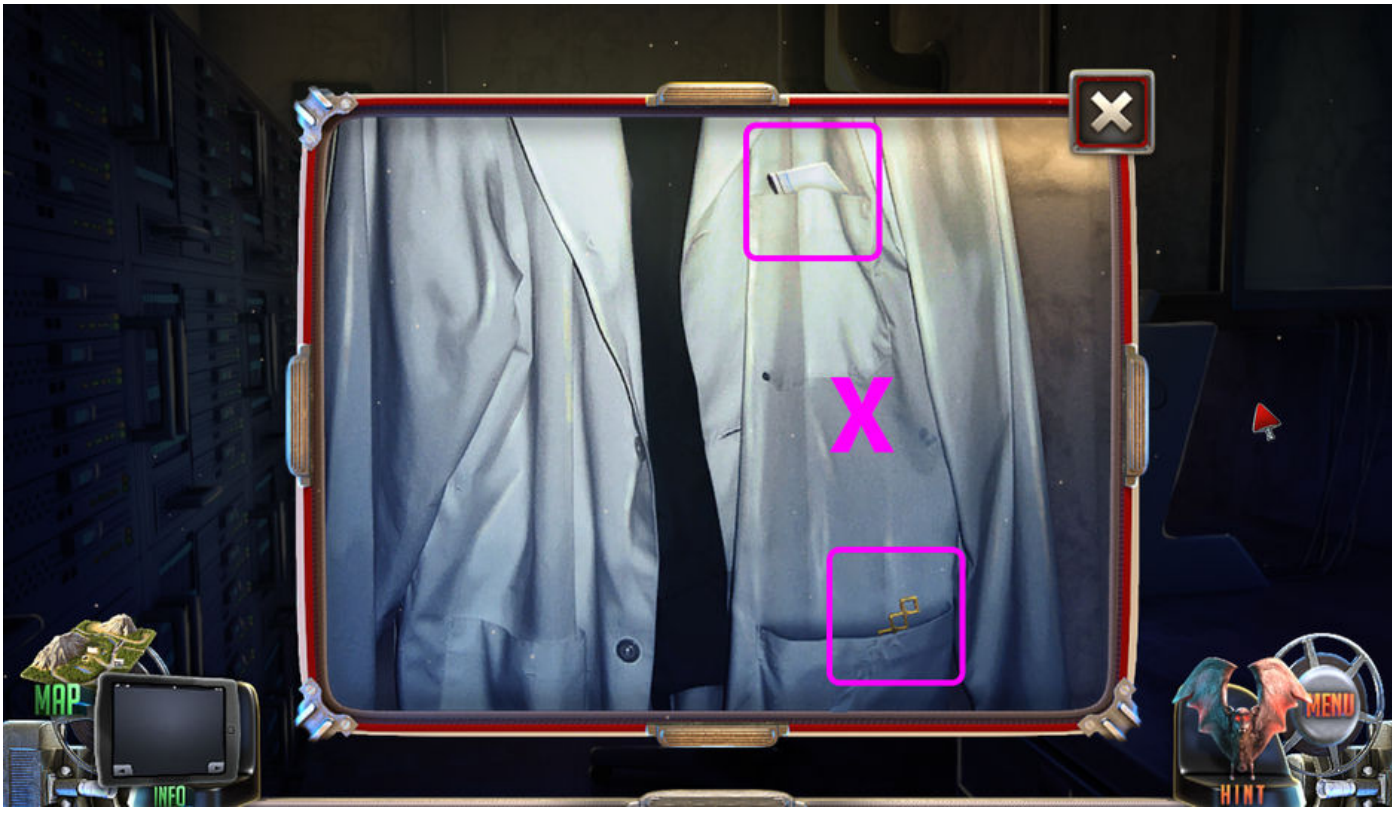
- Use the WINDING KEY on the MAJORETTE to receive GESTURE TABLET HINT (T).
- Go to map, select University.



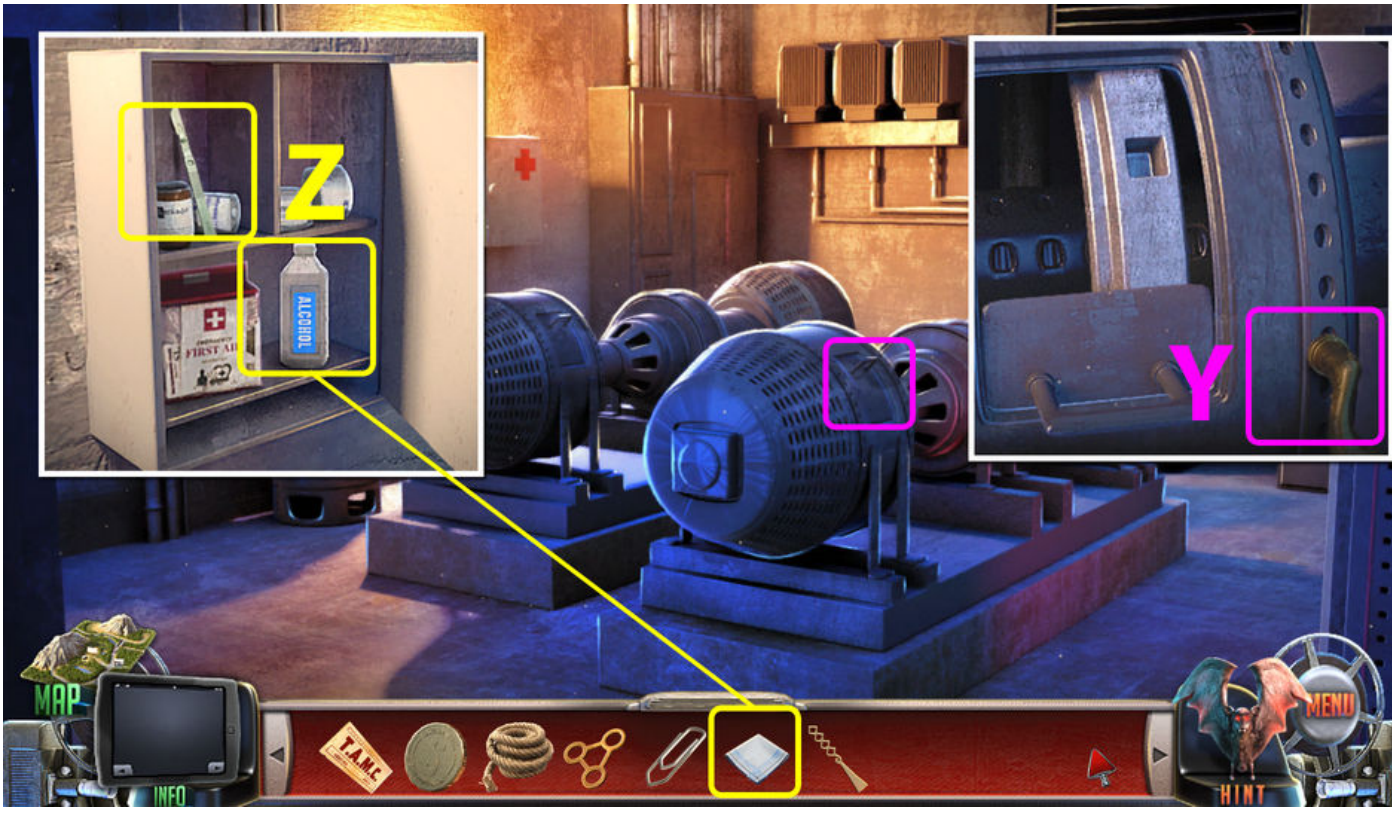
- Reproduce the gesture from the hint on the GESTURE PANEL to open the university door (U).
- Go to Hall.



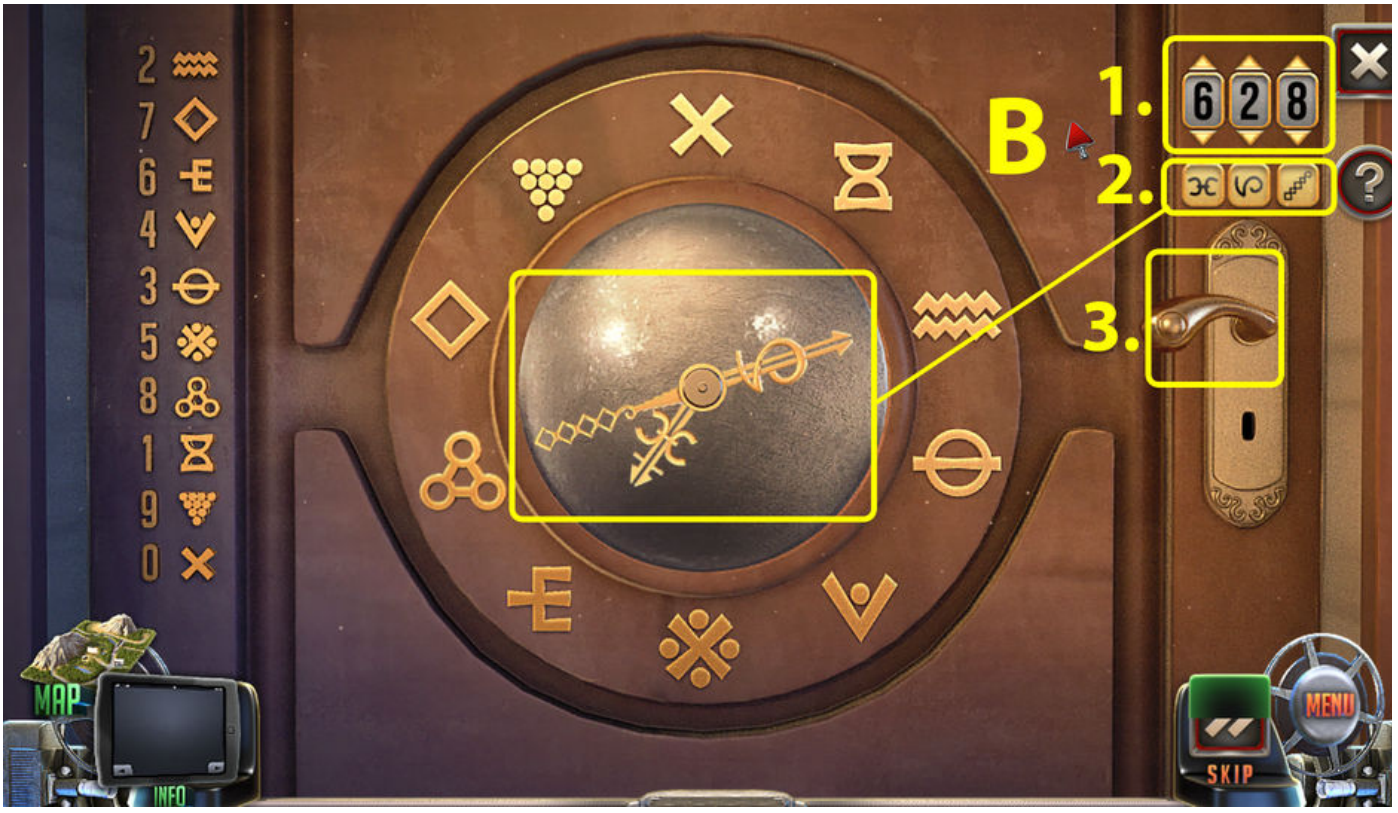
- Take the PAPERCLIP from the notes on the bench (V).
- Take the SYMBOL from the flower pot by removing bits of earth (W).
- Go to Right wing corridor, then to Reading room.



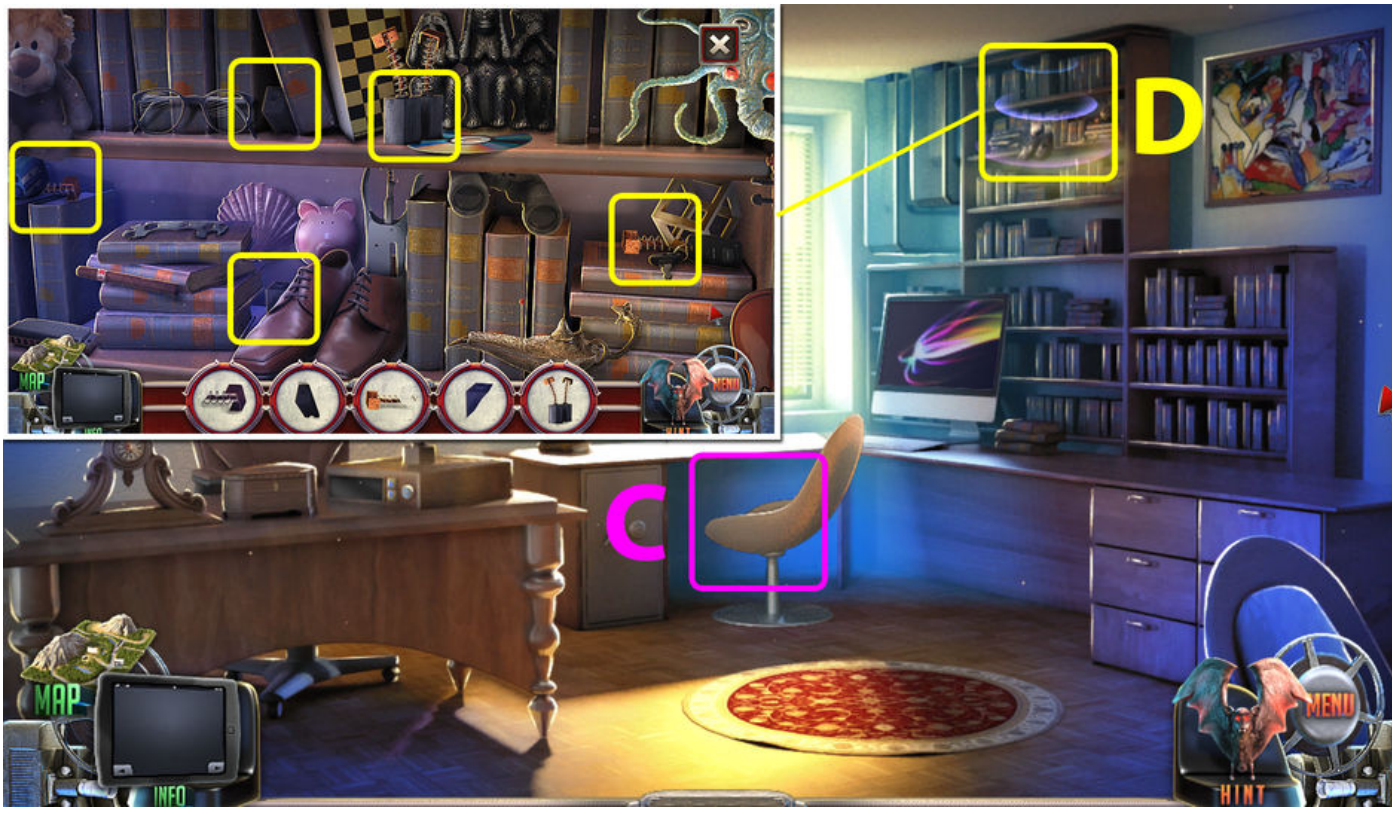
- Take the CLOCK HAND and the HANDKERCHIEF from the coat (X).
- Go back to Right wing corridor, then to Hall, Left wing corridor and to Generator room.



- Take the DOOR HANDLE from the generator. (Y)
- Open the first aid drawer, take the SCALPEL and use the HANKERCHIF on the ALCOHOL to receive HANDKERCHIEF IN ALCOHOL (Z).
- Go back to Left wing corridor.



- Use the SYMBOL, CLOCK HAND and DOOR HANDLE on the DEAN'S OFFICE DOOR mini-game (A).
- Solve the mini-game: first enter the THREE-DIGIT NUMBER (1), then adjust the CLOCK HANDS by pressing buttons below the digits (2) and press the DOOR HANDLE (3). You opened the door (B).
- Go to Dean's office.



- Click on the chair to activate the SHELF SHO (C).
- Solve the SHELF SHO to receive the GENERATOR BRUSHES (D).

- Go back to Left wing corridor.



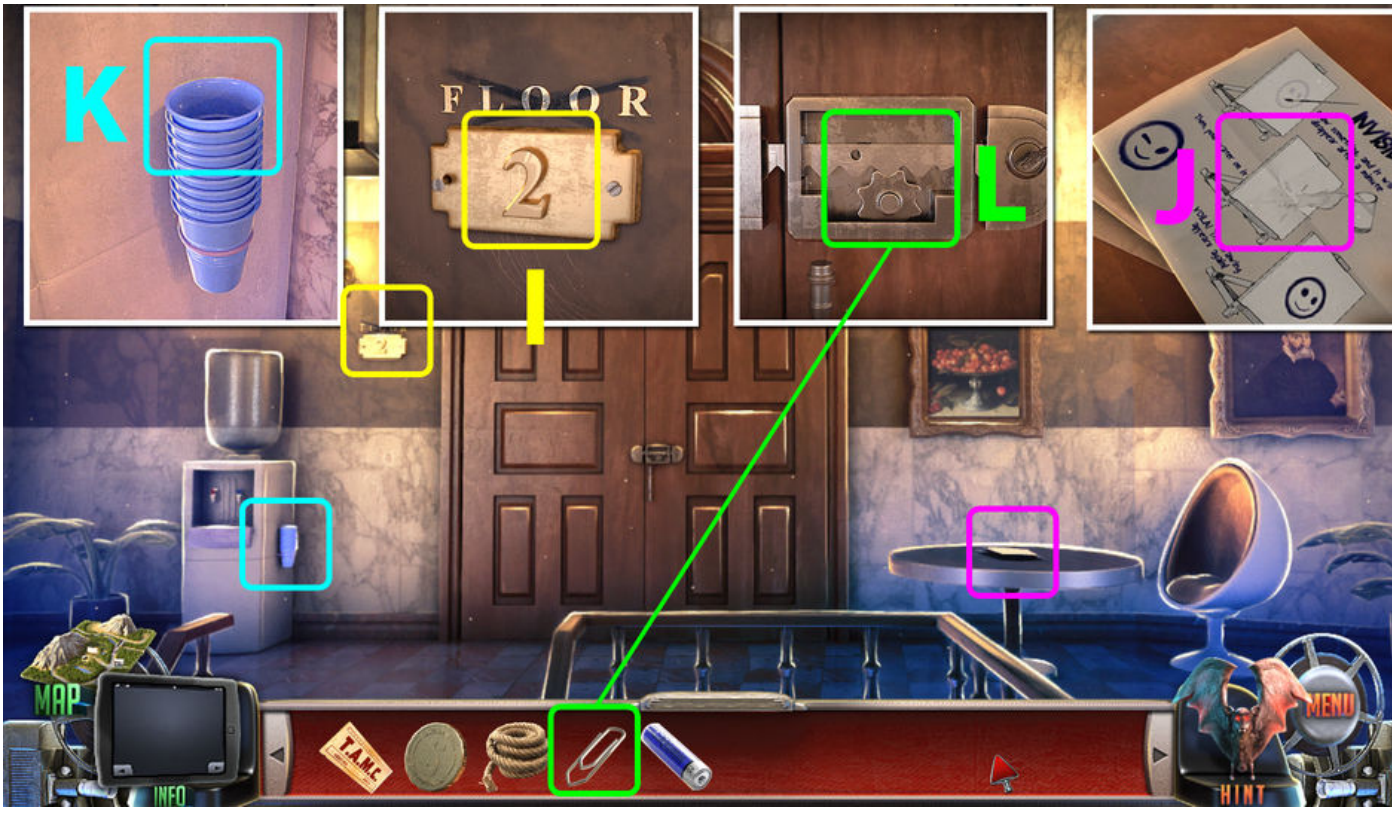
- Use the SCALPEL on the BUNNY to receive the BATTERY (E).
- Use the HANDKERCHIEF IN ALCOHOL on the FLOWER POT to receive C7 TABLET HINT (F).
- Go to the Generator room.



- Use the GENERATOR BRUSHES on the GENERATOR to start it (G).
- Go back once, then to Hall, then to Right wing corridor.



- Click on the LIGHT SWITCH (H).
- Go to Library hall.



- Click on the plate to receive P2 TABLET HINT (I).
- Click on the small table to receive INVISIBLE INK TABLET HINT (J).
- Take the empty PLASTIC CUP from the water machine (K)
- Use the PAPERCLIP on the LIBRARY DOOR LOCK, to activate PAPERCLIP SMO and open the door

(L).

- Go to Library.



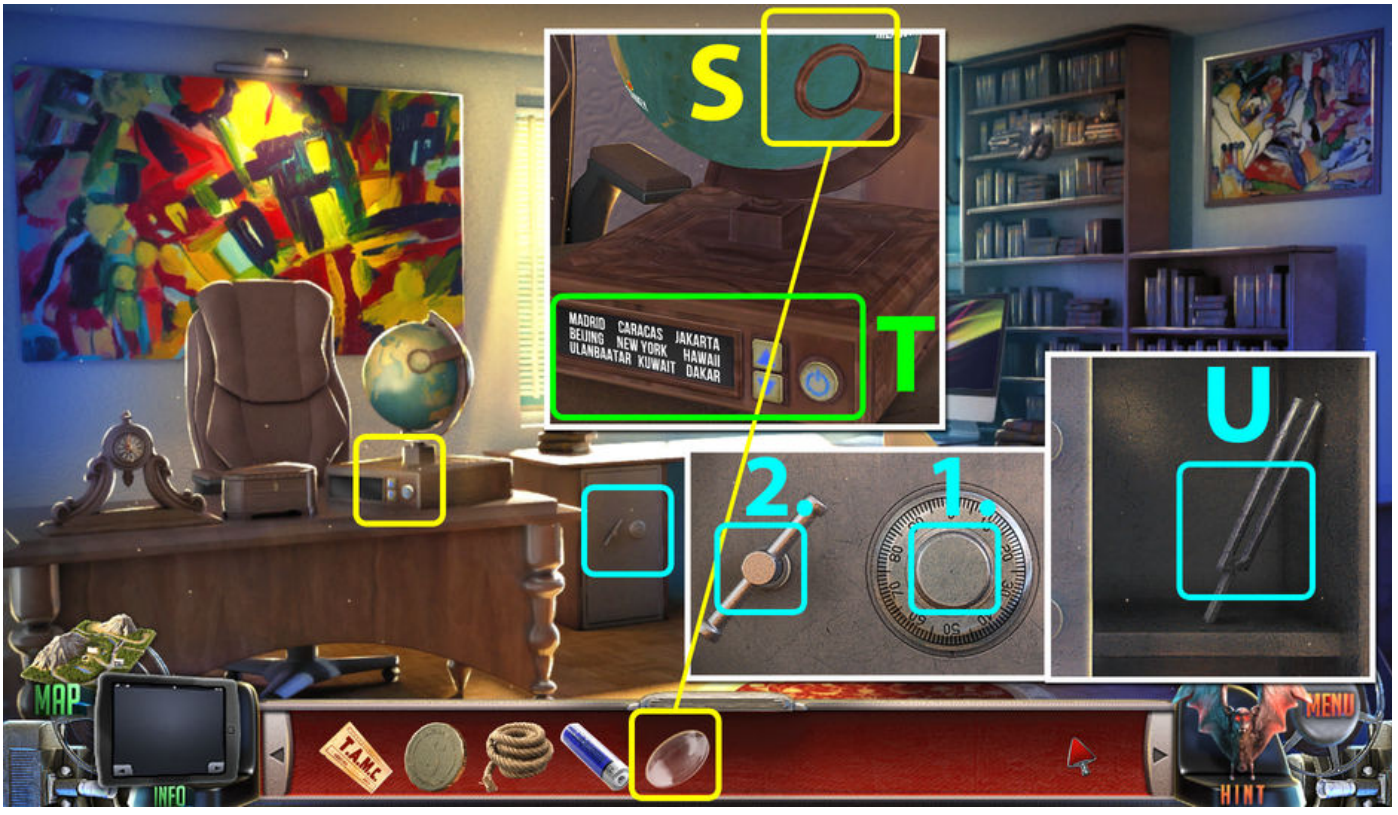
- Take the STRANGELY SHAPED KEY from the left shelf (M).
- Take the LENS from the LIBRARY READING TABLE (N).
- Solve the CHESS mini-puzzle to receive A4 TABLET HINT (O).
- Go back twice, then to Arts room.



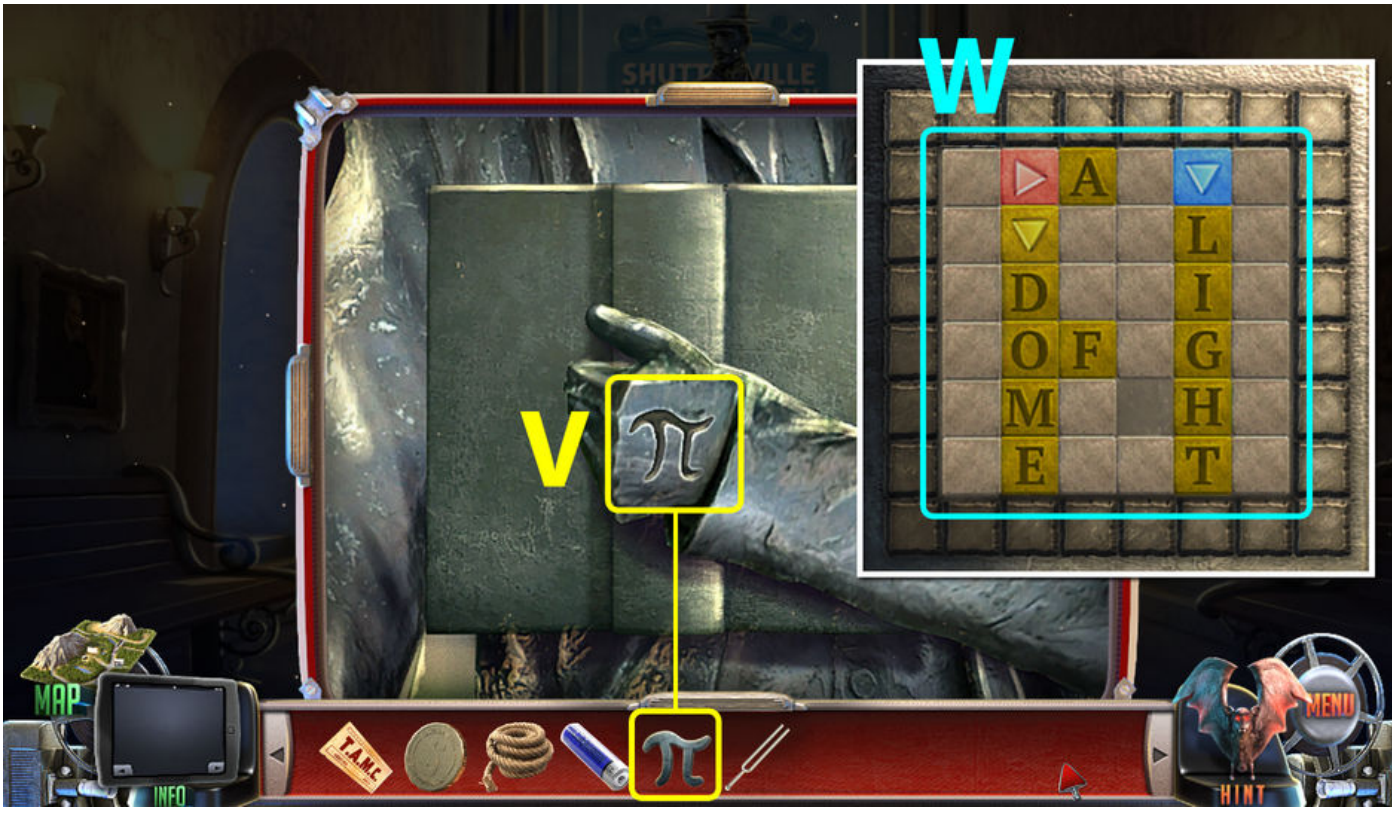
- Use the PLASTIC CUP on the WATER MACHINE to receive FILLED PLASTIC CUP (P).
- Use the FILLED PLASTIC CUP on the PAINTING CANVAS to receive the SAFE CODE TABLET HINT (Q).
- Go back once.



- Use the STRANGELY SHAPED KEY on the CONTROL BOX to release second crew member (R).
- Go to the Hall, Left wing corridor and to the Dean's office.



- Use the LENS on the GLOBE mini-game to start it (S).
- Solve the GLOBE mini-game to receive PI-KEY (T).
- Enter the safe code from tablet hint into SAFE (1), turn the handle (2), and take the TUNING FORK (U).
- Go back once, then to the Hall.



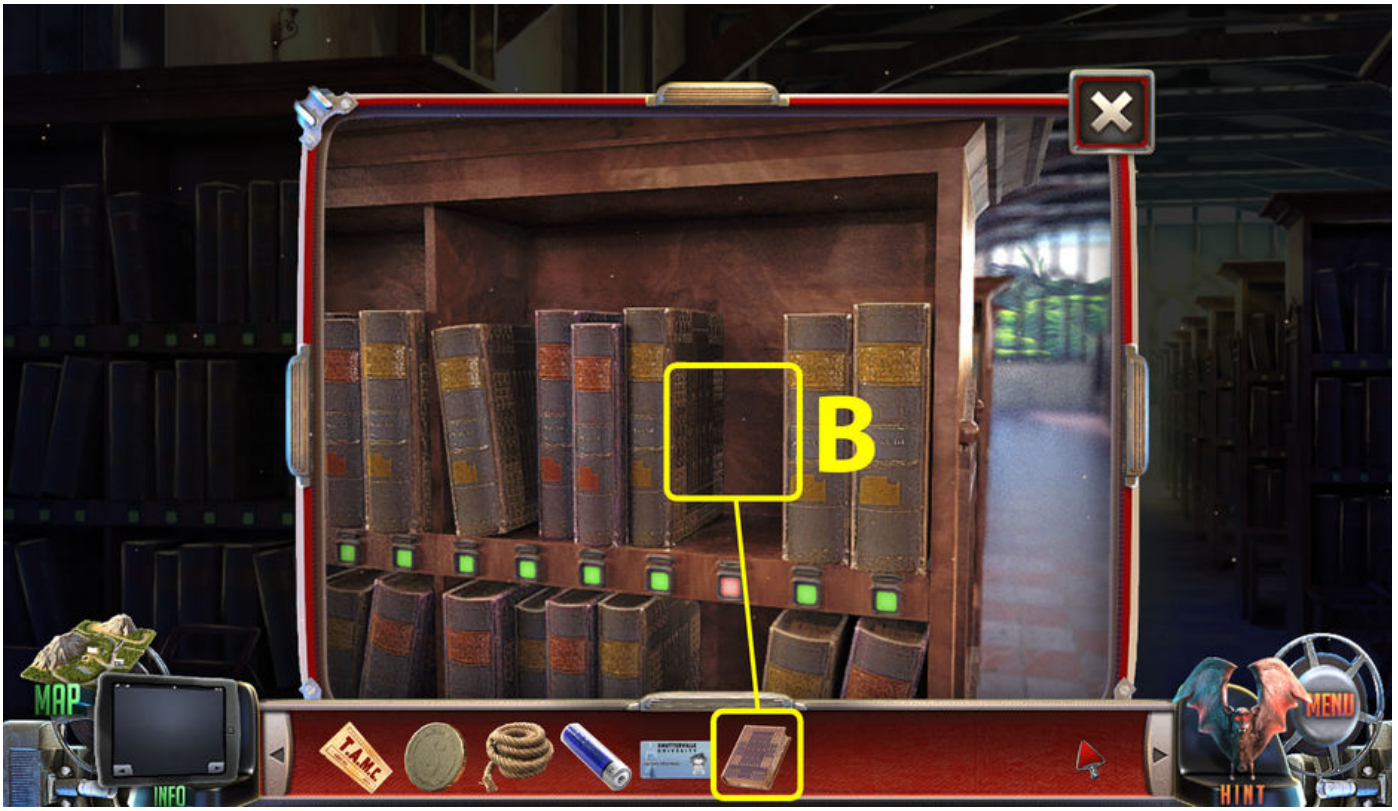
- Use the PI-KEY on the BOOK ON THE STATUE to activate SCRABBLE mini-game (V).
- Solve the scrabble puzzle to receive the KEY (W).
- Go back to the Outside university.



- Use the KEY on the MAILBOX DOOR to open it (X).
- Click on the letter to open it and take the ID CARD (Y).
- Go to Hall, then Right wing corridor, and to Arts room.



- Use the TUNING FORK on the THEREMIN to activate THEREMIN mini-game (Z).
- Solve the THEREMIN mini-game to receive the HARD CASED BOOK (A).
- Go back to Right wing corridor, and then to Library hall and to the Library.



- Use the HARD CASED BOOK on the LIBRARY BOOK SHELF to receive the BOOK S/N (B).
- Go back twice, then to the Reading room.

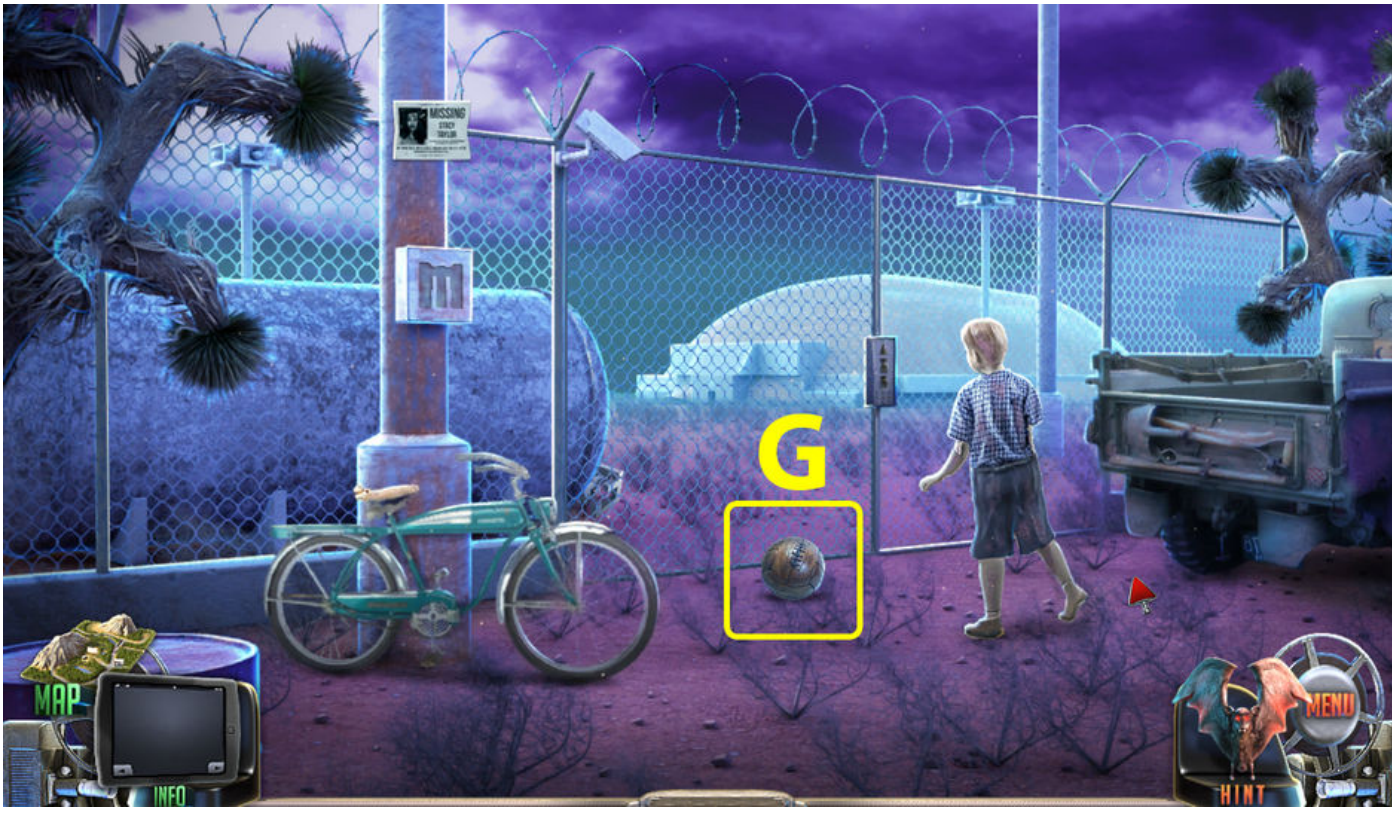


- Enter the READING COMPUTER mini-game. Use the BATTERY on the EMPTY TOUCH PENCIL to receive the TOUCH PENCIL (C).
- Use the TOUCH PENCIL on the SCREEN to activate READING COMPUTER (D).
- Use the BOOK S/N on the S/N slot and ID CARD on the ID CARD SLOT to activate READING COMPUTER mini-game (E).
- Solve the mini-game by entering three digits 7, 2 and 4 and you watch the video for the next clue (F).
- On the map, you discover the location WAILANDS HOUSE.
- Go to Wailands house.

Chapter 4. Just sewed the ghosts

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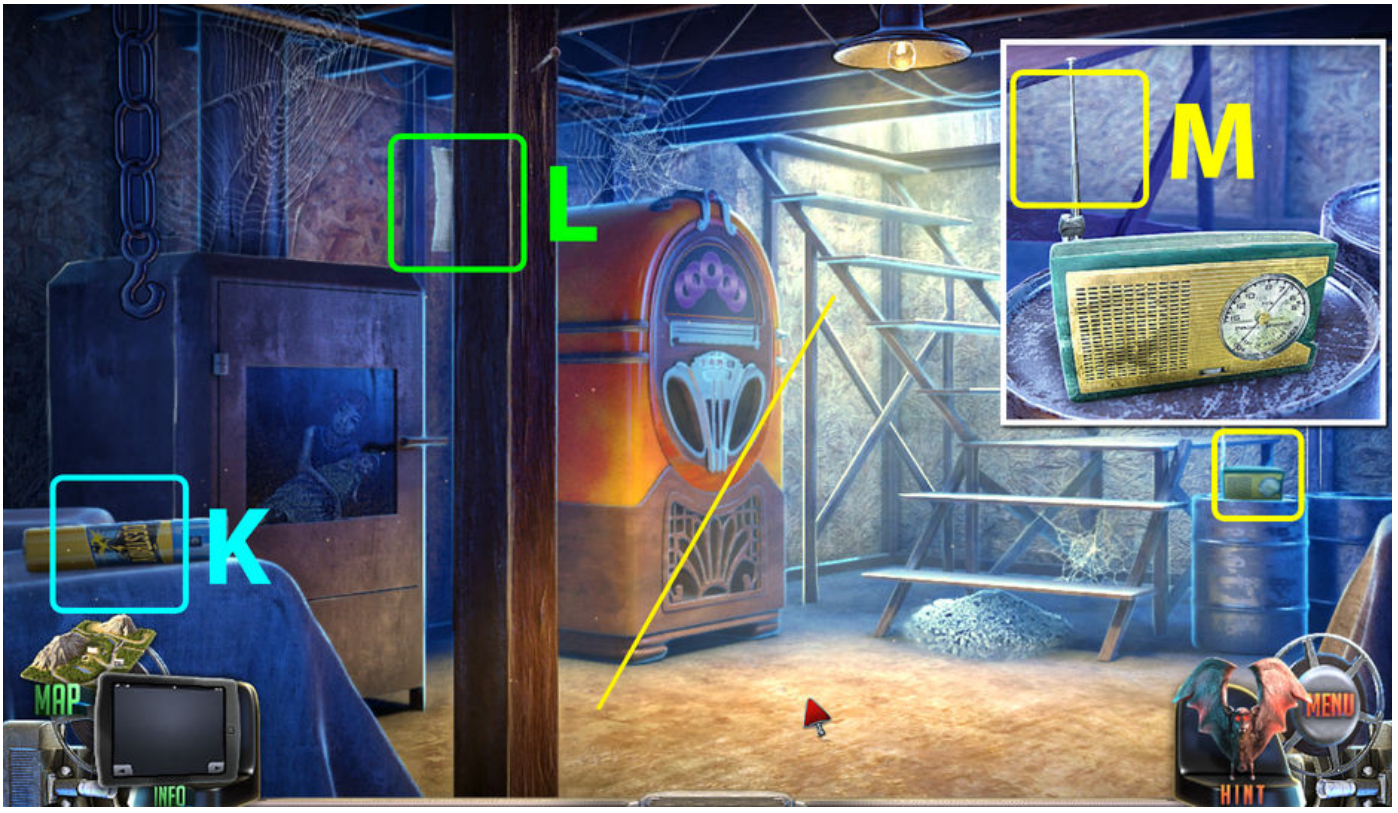
- Go to the Gate.



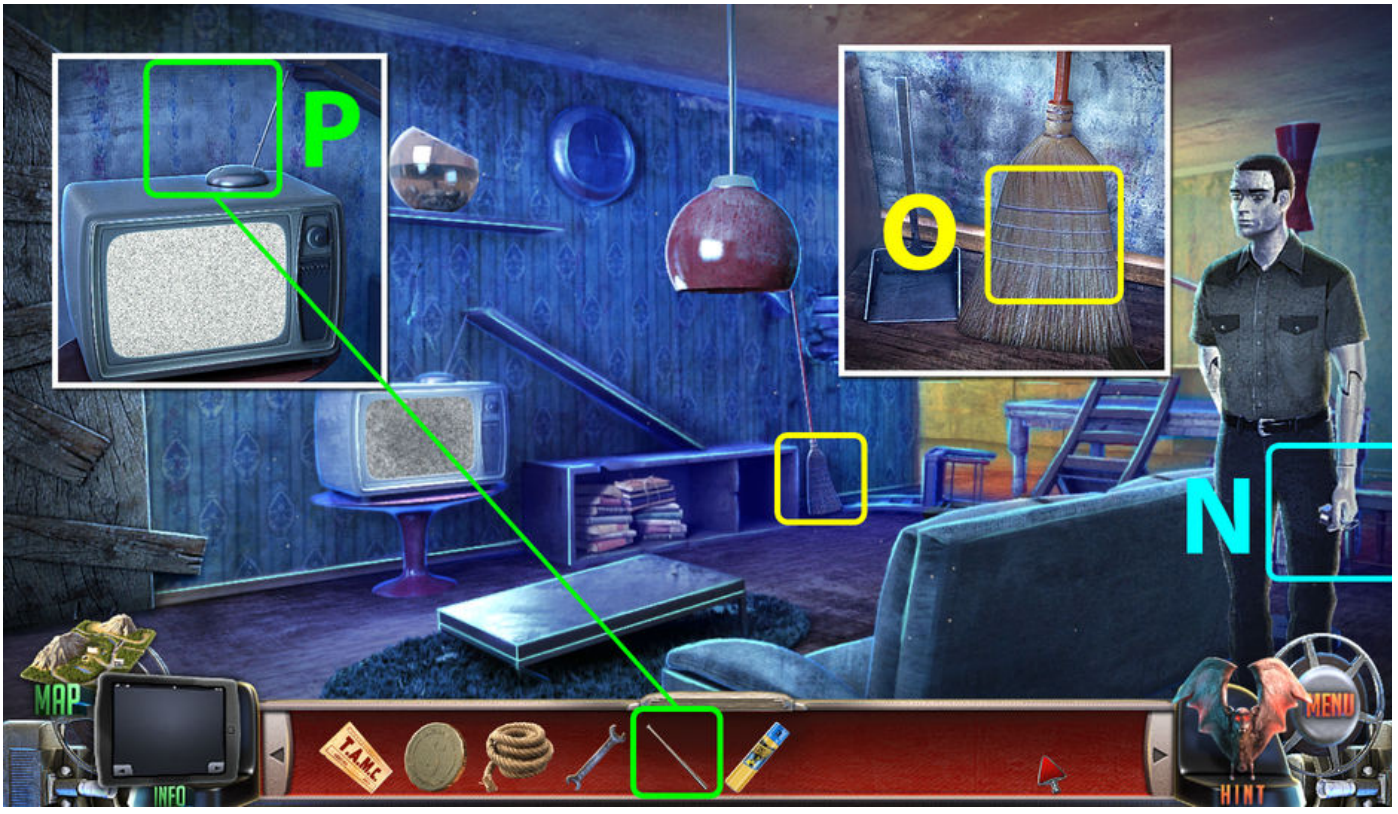
- Take the BALL from the ground (G).
- Go back once.



- Use the BALL on the TOOLBOX ON THE ROOF (H).
- Search the TOOLBOX that fell, and take the HAMMER and the WRENCH (I).
- Use the HAMMER on the BASEMENT LID to open the basement (J).
- Go to the Basement.



- Take the BUG SPRAY (K).
- Take the SONGS ORDER TABLET HINT (L).
- Take the ANTENNA from the RADIO (M).
- Go back, than to Living room.

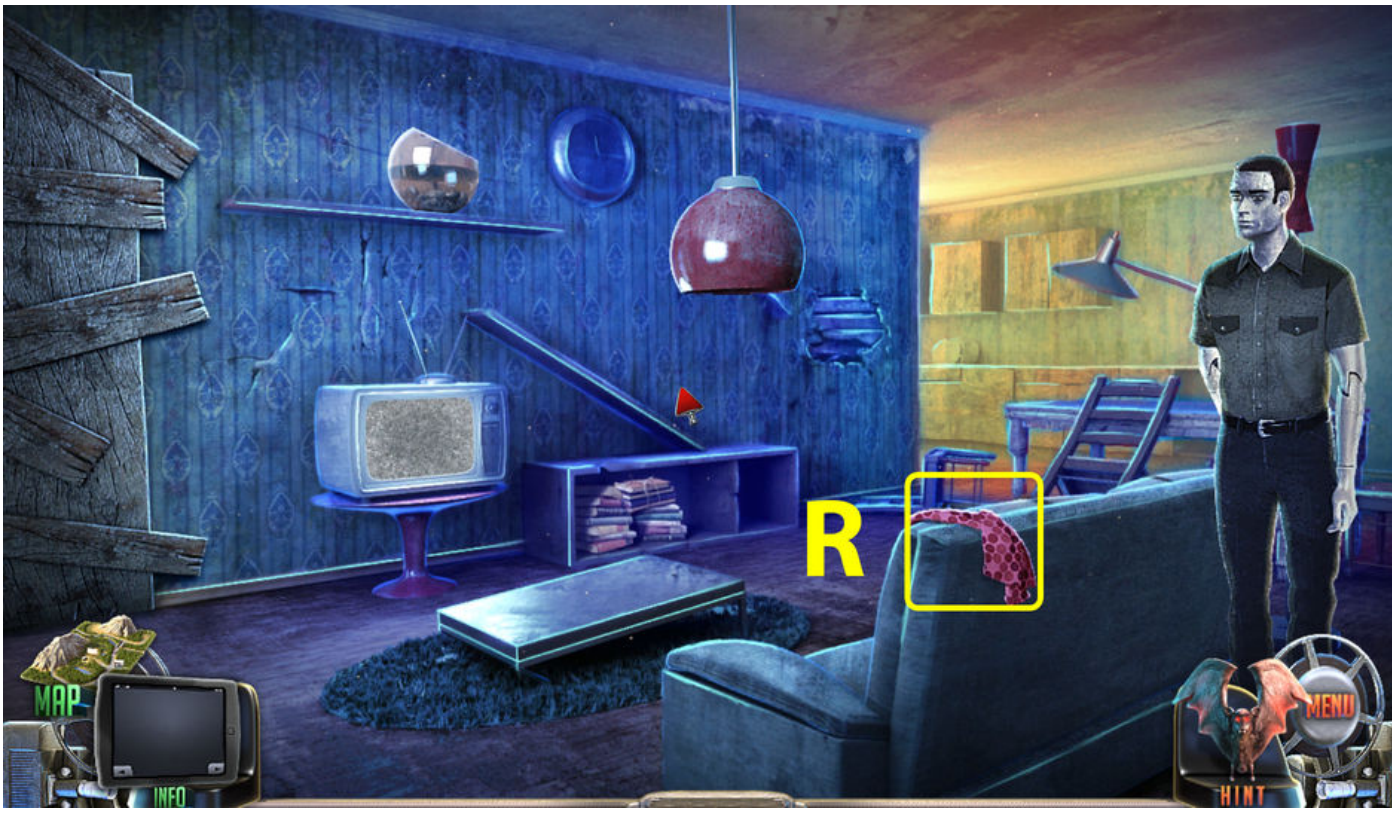


- Take the SQUARE SHAPED KEY from the FATHER MANNEQUIN (N).
- Take the BROOM from the corner (O).

- Use the ANTENNA on the TV and start the TV mini-game (P).



- Solve the TV mini-game (adjust the knobs until the image is clear) to receive MISSING CLOTHES TABLET HINT (Q).



- Take the KERCHIEF from the COUCH (R).
- Go to the Kitchen.

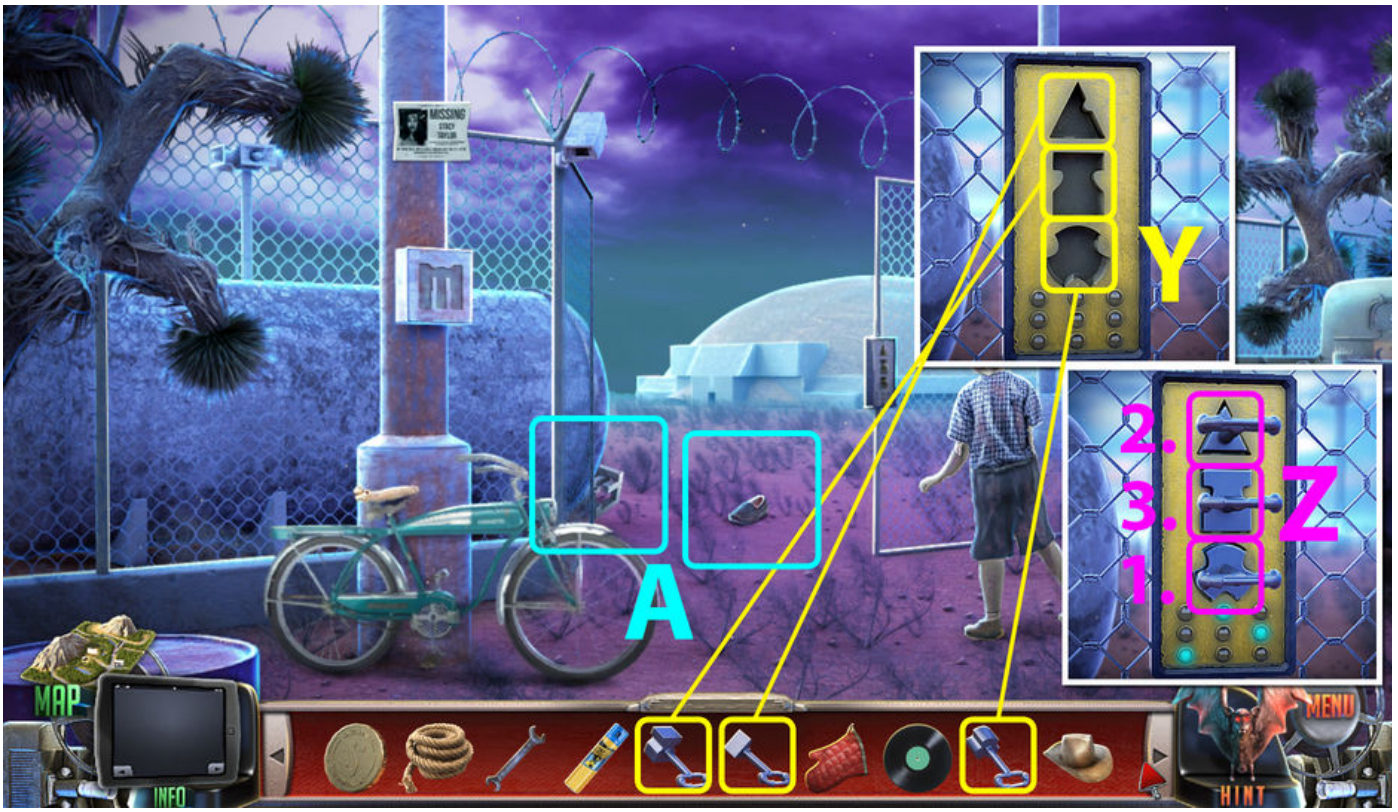


- Take the TRIANGLE SHAPED KEY from the drawer (S).
- Use the KERCHIEF on MOTHER MANNEQUIN to enable KITCHEN SINK HO (T).
- Solve the KITCHEN SINK HO to receive the GREEN RECORD (U).
- Take the KITCHEN GLOVE from the fridge (V).
- Go back twice, then to the Basement.

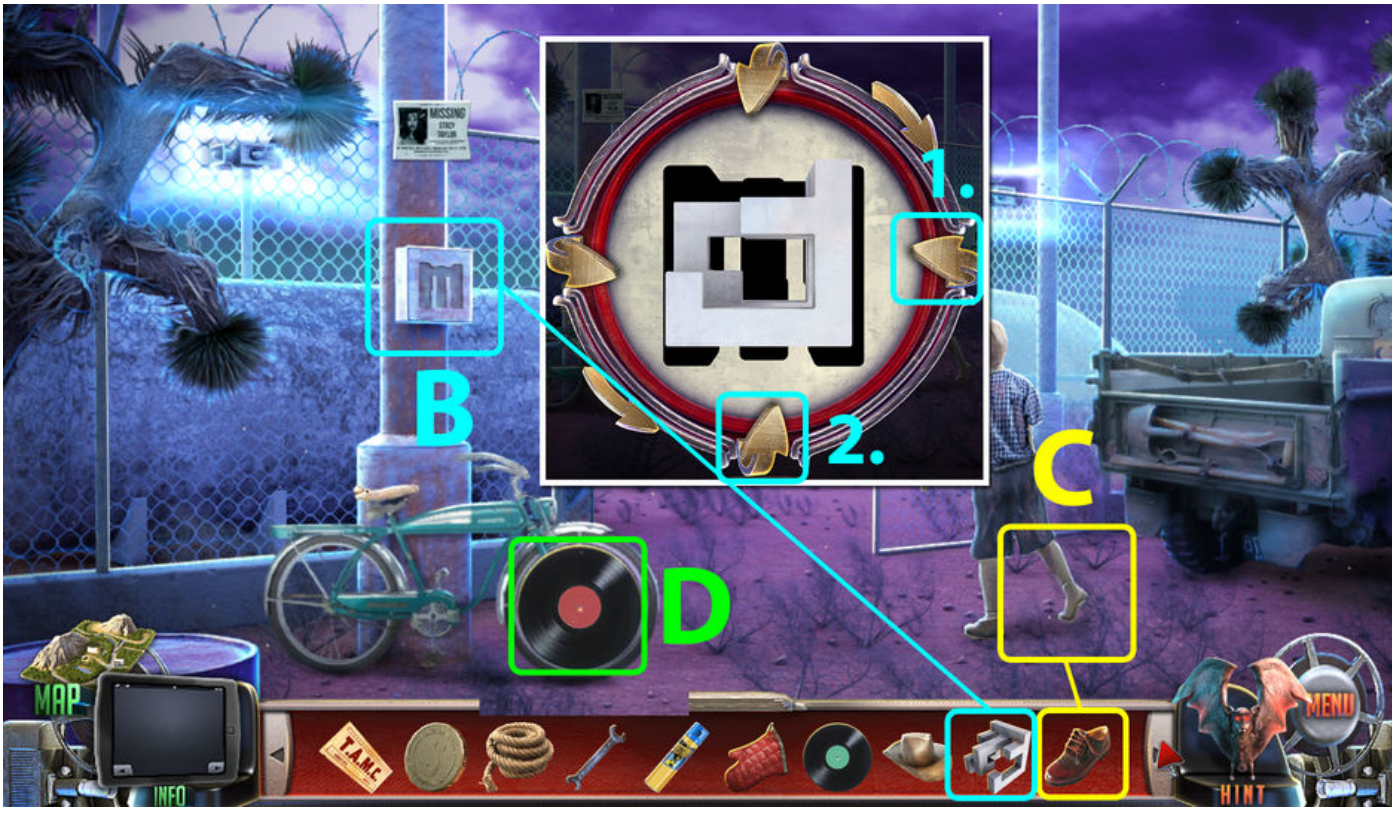


- Take the HAT from the WOODEN POST (W).

- Use the BROOM on the ASH PILE to take the CIRCLE SHAPED KEY (X).
- Go back, then to the Gate.



- Take the HAT from the WOODEN POST (W).
- Use the BROOM on the ASH PILE to take the CIRCLE SHAPED KEY (X).
- Go back, then to the Gate.



- Use the TRIANGLE SHAPED KEY, CIRCLE SHAPED KEY, and SQUARE SHAPED KEY on the GATE

LOCK to start the GATE LOCK mini-puzzle (Y).

- Solve the GATE LOCK mini-puzzle by clicking on the bottom (1), top (2), then middle key (3) and open the gate (Z).
- Behind the gate take the STRANGELY SHAPED KEY, and the SHOE (A).
- Use the STRANGELY SHAPED KEY on the CONTROL BOX, solve the SO and release the third crew member (B).
- Use the SHOE on the BOY MANNEQUIN and the RED RECORD appears on the bicycle wheel (C).
- Take the RED RECORD (D).
- Go back, then to the Living room.



- Use the HAT on the FATHER MANNEQUIN, and the YELLOW RECORD appears (E).
- Take the YELLOW RECORD (F).
- Go back, then to the Basement.



- Enter JUKEBOX mini-game, insert RED RECORD, YELLOW RECORD and GREEN RECORD, then insert COIN (4) in the slot to start the JUKEBOX mini-game (G).
- Solve the mini-game by pressing ORANGE (1), YELLOW(2), BLUE (3), PURPLE (4), RED (5) buttons (in that order) and then press PLAY (6) (H).

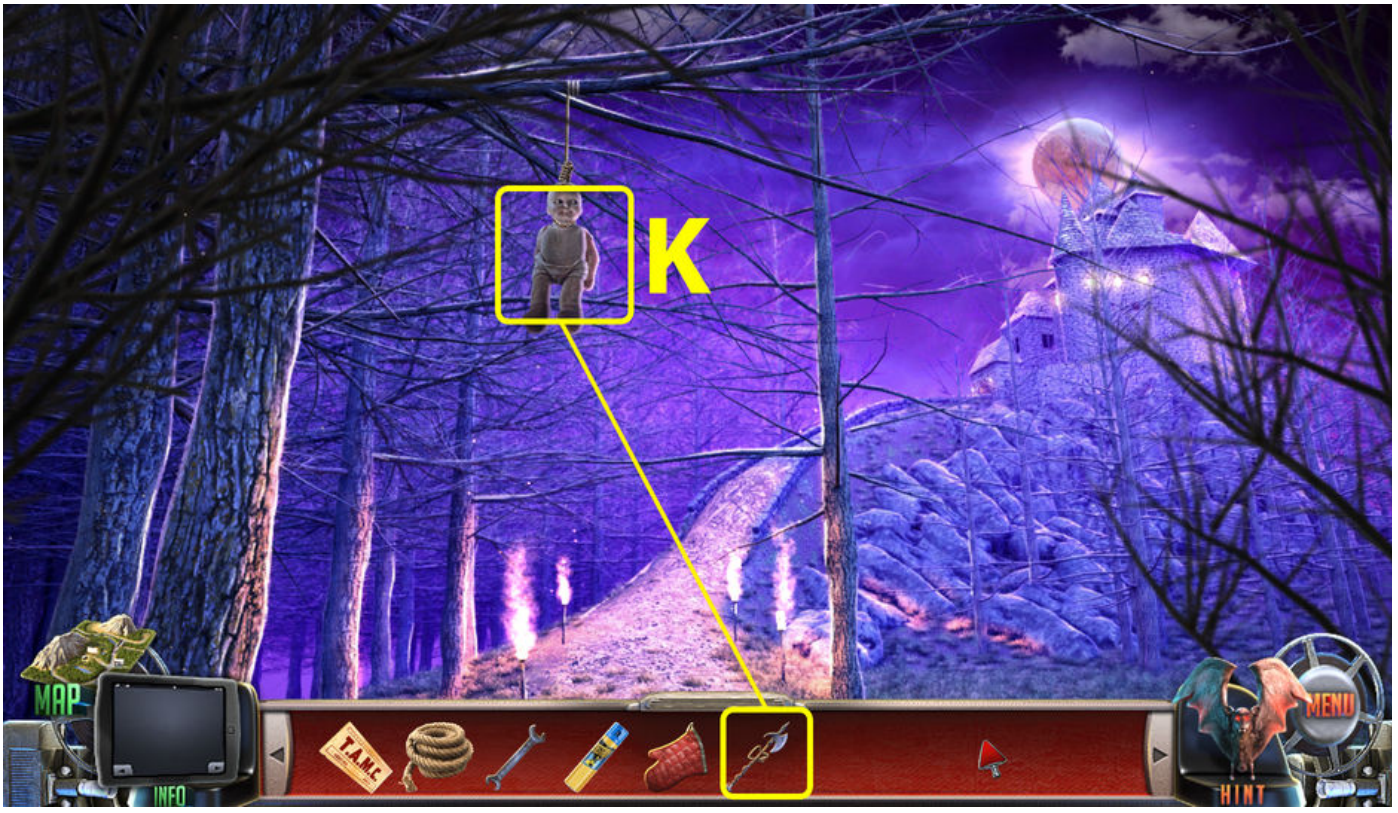


- The furnace opens. Take the DOLL LOCATION TABLET HINT, and the location PATHWAY is discovered (I).

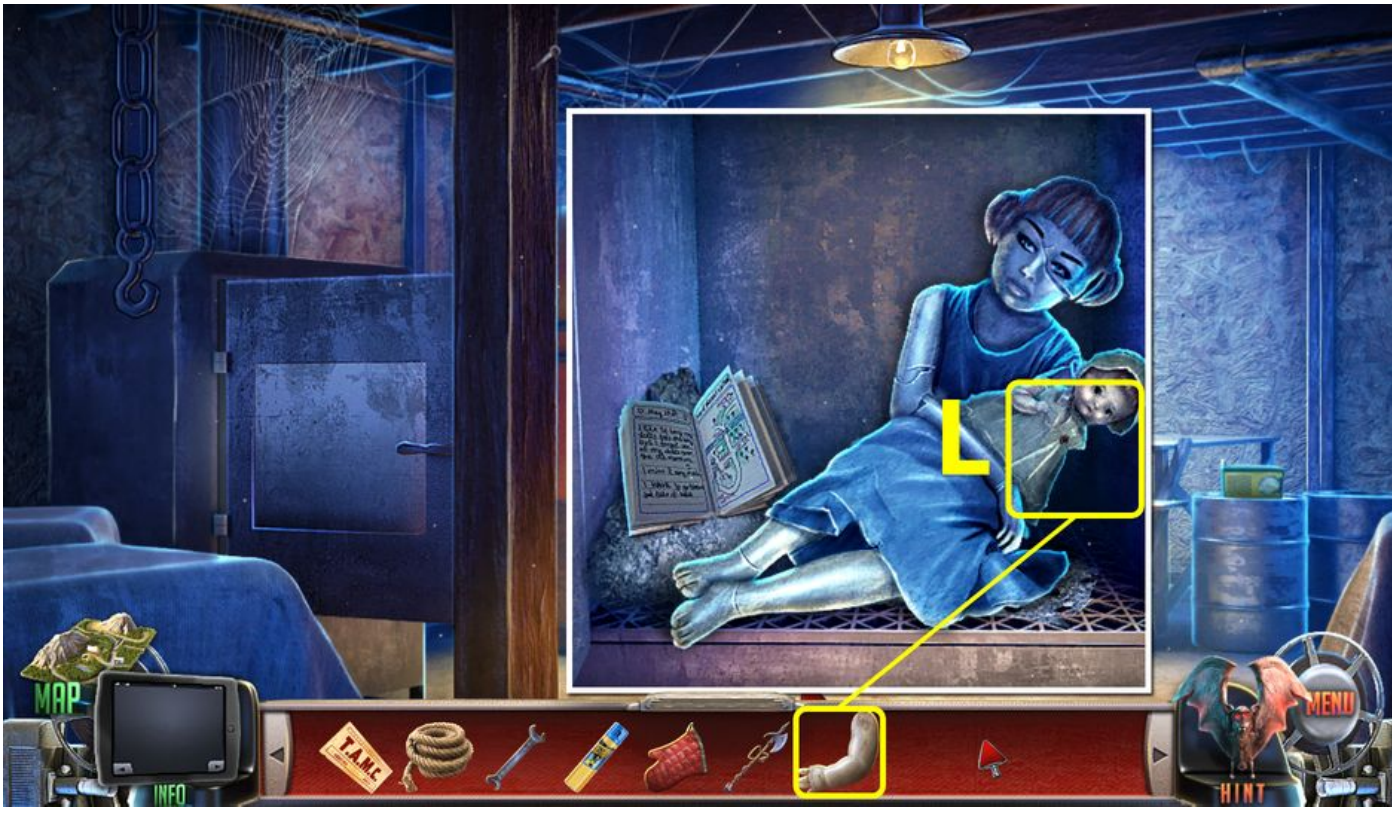
- Go to the Pathway, then to the Arch.



- Solve the ARCH GATE SHO to receive the HALBERD (J).



- Go back once, and use the HALBERD on the HANGING DOLL to receive DOLL ARM (K).
- Go to map, then to Wailands house and then to Basement.



- Use the DOLL ARM on the DOLL and watch the ghost girl appear (L).



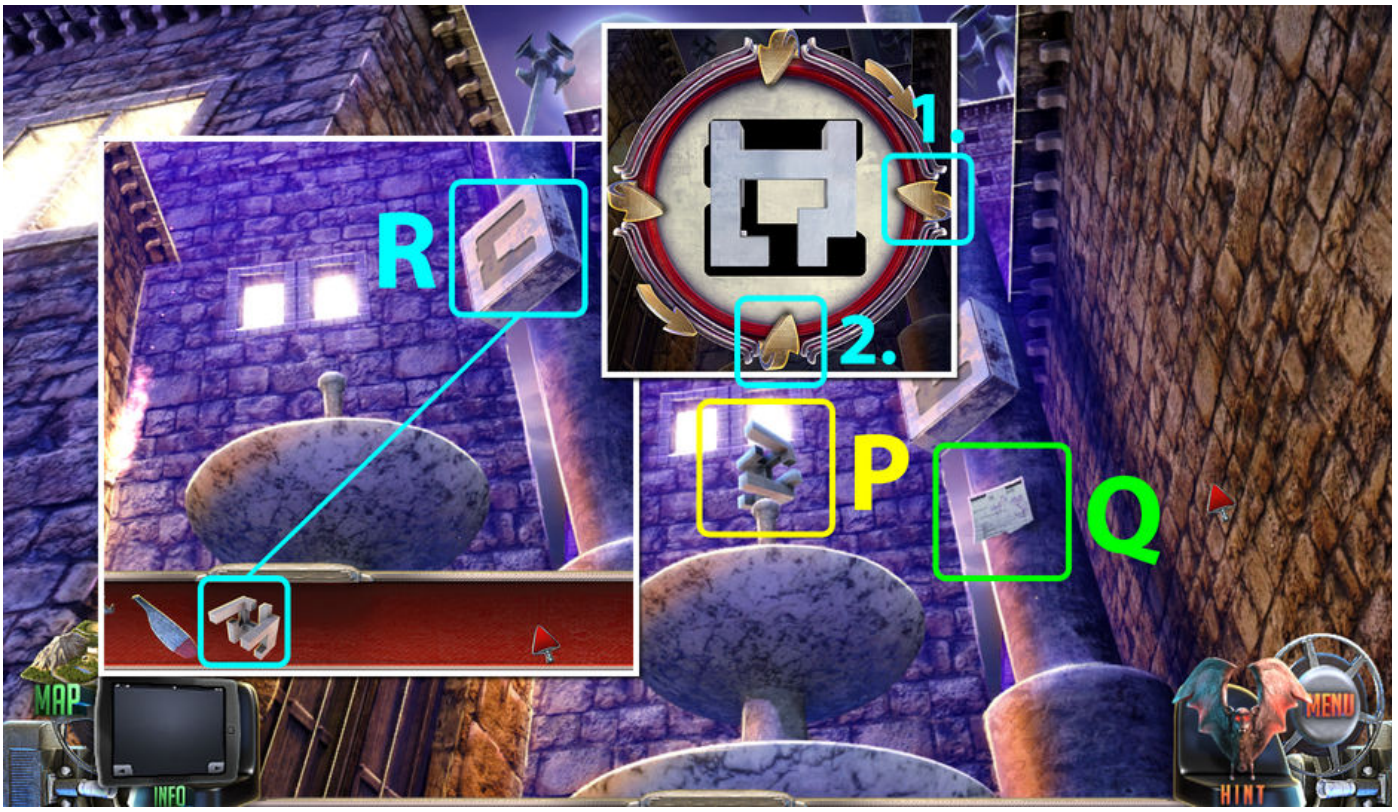
- You are at the front of the house again. You receive the OLD KEY (M).
- Go to the Gate, then to TRUCK mini-game.



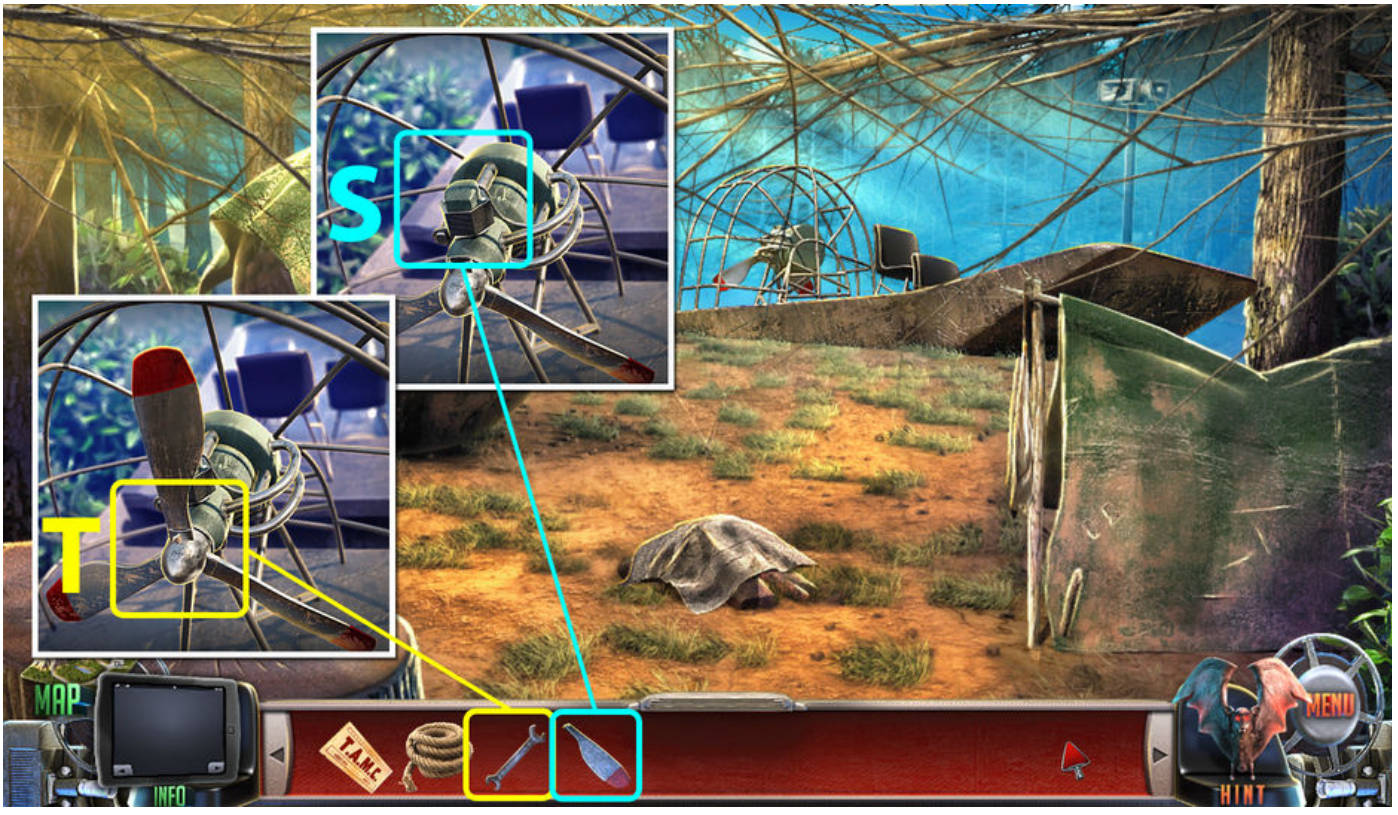
- Solve the TRUCK mini-game by using the BUG SPRAY on the BUGS (1), then KITCHEN GLOVE on the CARDBOARD (2), then take the PACKING TAPE(3), use it on the BROKEN WINDOW (4), and you receive the PROPELLER BLADE (N).
- Go to map, Pathway, then to the Arch.



- Use the OLD KEY on the ARCH GATE LOCK to open the gate (O).
- Go to mansion entrance.



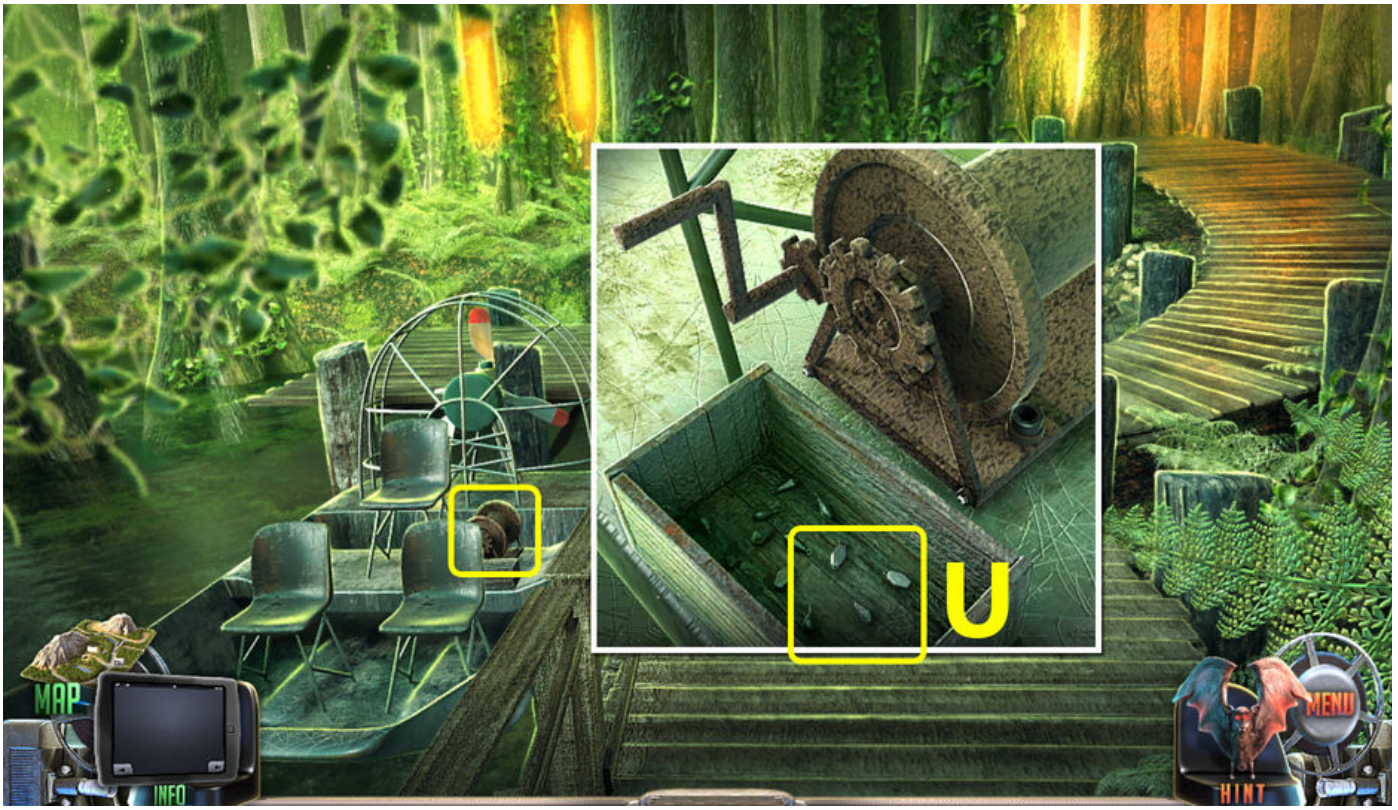
- Take the STRANGELY SHAPED KEY (P).
- Take the HATCH LOCATION TABLET HINT and you discover locations SWAMP and HATCH (Q).
- Use the STRANGELY SHAPED KEY on the CONTROL BOX, solve the SMO and release the last crew member (R).
- Go to map, and the to Drive-in, Toilets, Woods.



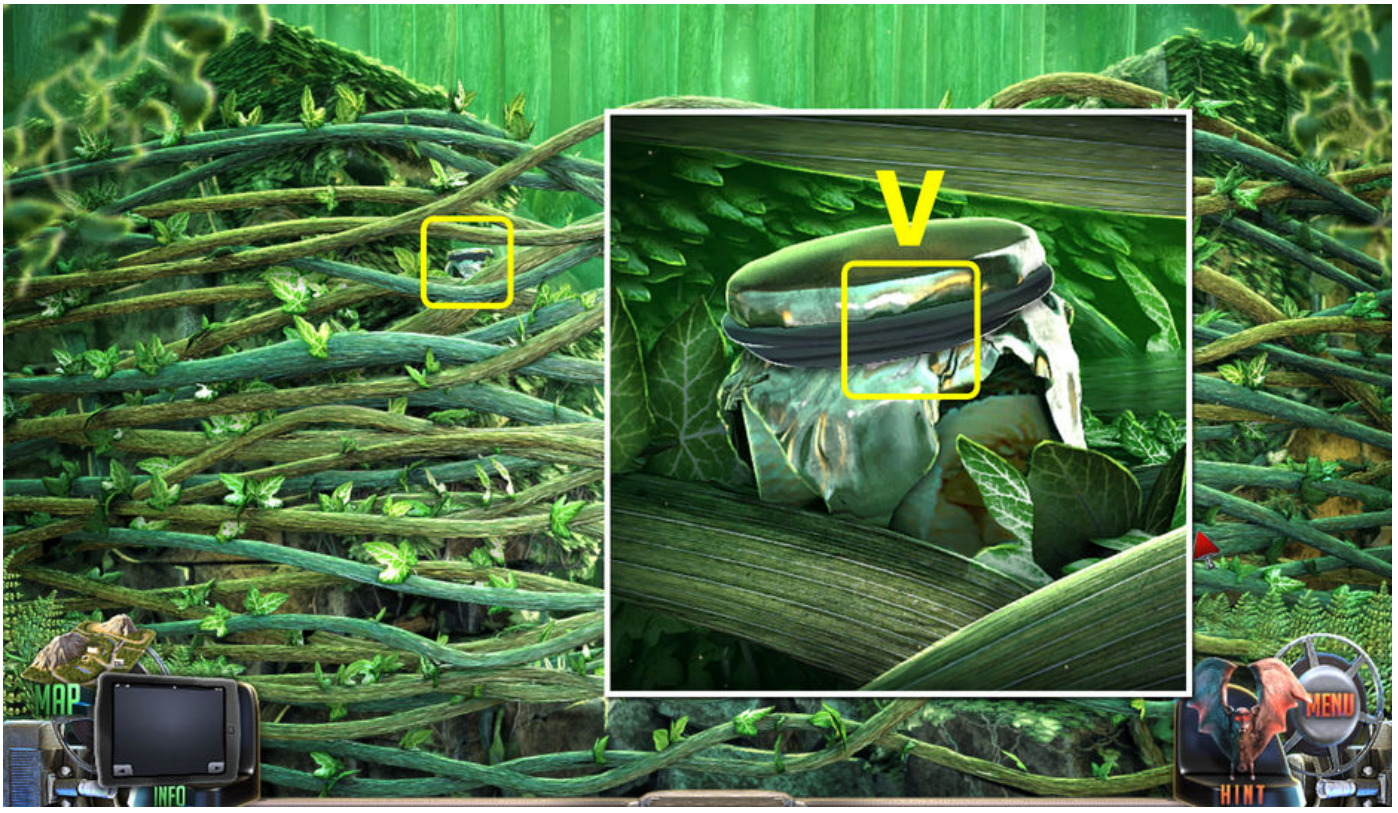
- Use the PROPELLER BLADE on the BOAT (S).
- Use the WRENCH on the mounted PROPELLER BLADE (T).
- You unlock the Swamp.
- Go to Swamp.

Chapter 5. Swamp thing is our thing

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- Take the FISHING SINKER from the BOAT (U).
- Go to the Split trail, then to the Ivy wall.



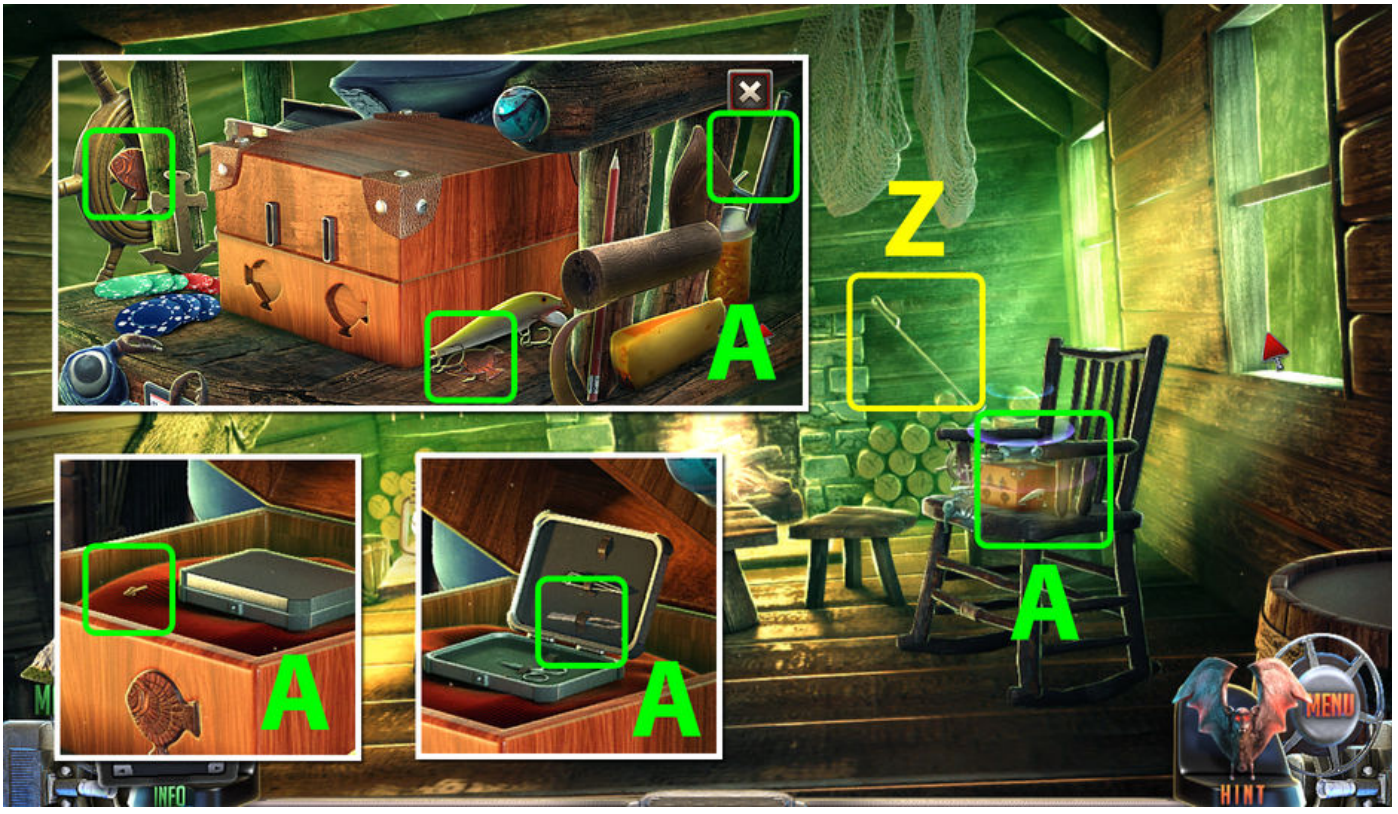
- Take the RUBBER BAND from the jar stuck in the branches (V).
- Go back to the Split trail.



- Use the RUBBER BAND on the SLINGSHOT FRAME to receive the SLINGSHOT (W).
- Go to the Cabin.

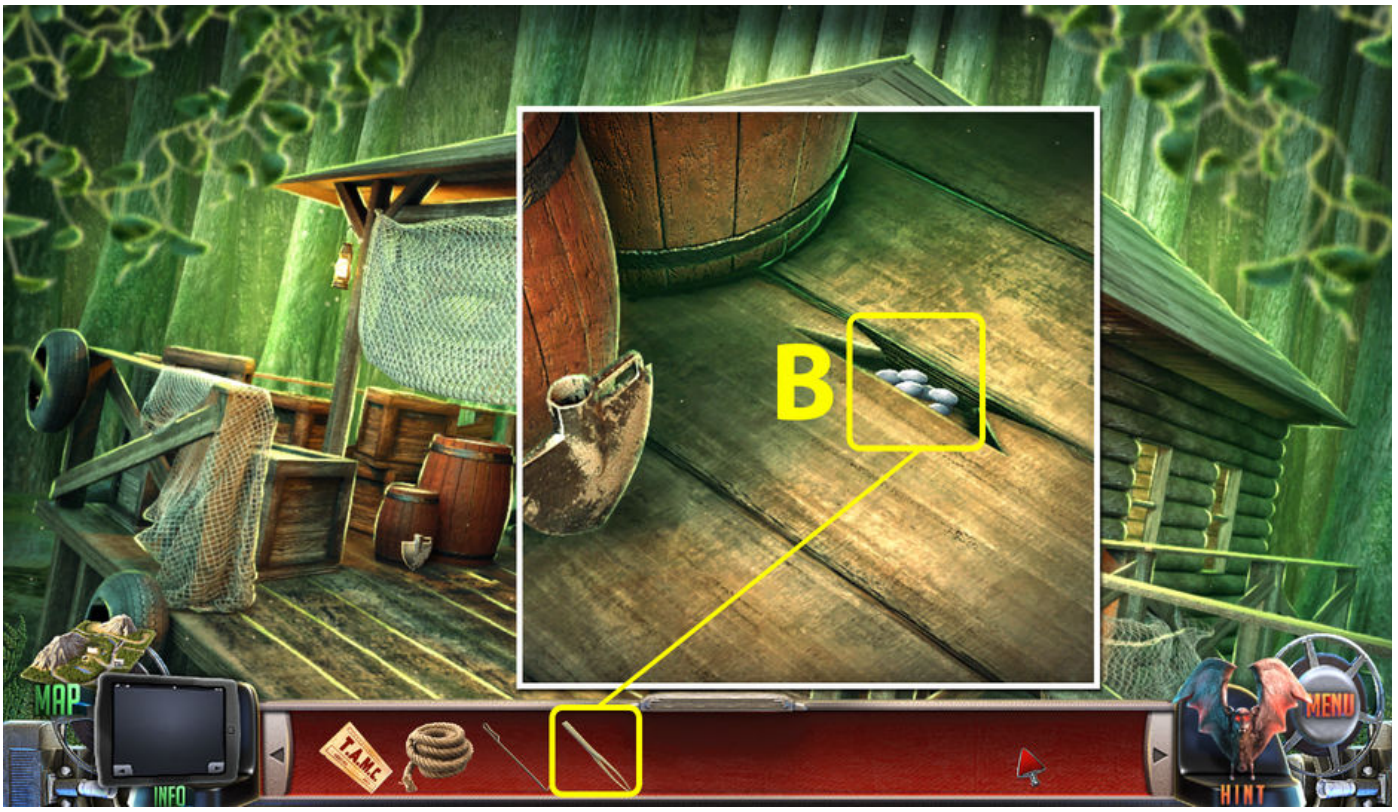


- Enter the SLINGSHOT mini-game, use the SLINGSHOT on the WINDOW (1), and then FISHING SINKER on the SLINGSHOT (2) and start the mini-game (X).
- Solve the mini-game by firing slingshot at the right moment and unlock the cabin door (Y).
- Go to Cabin inside.

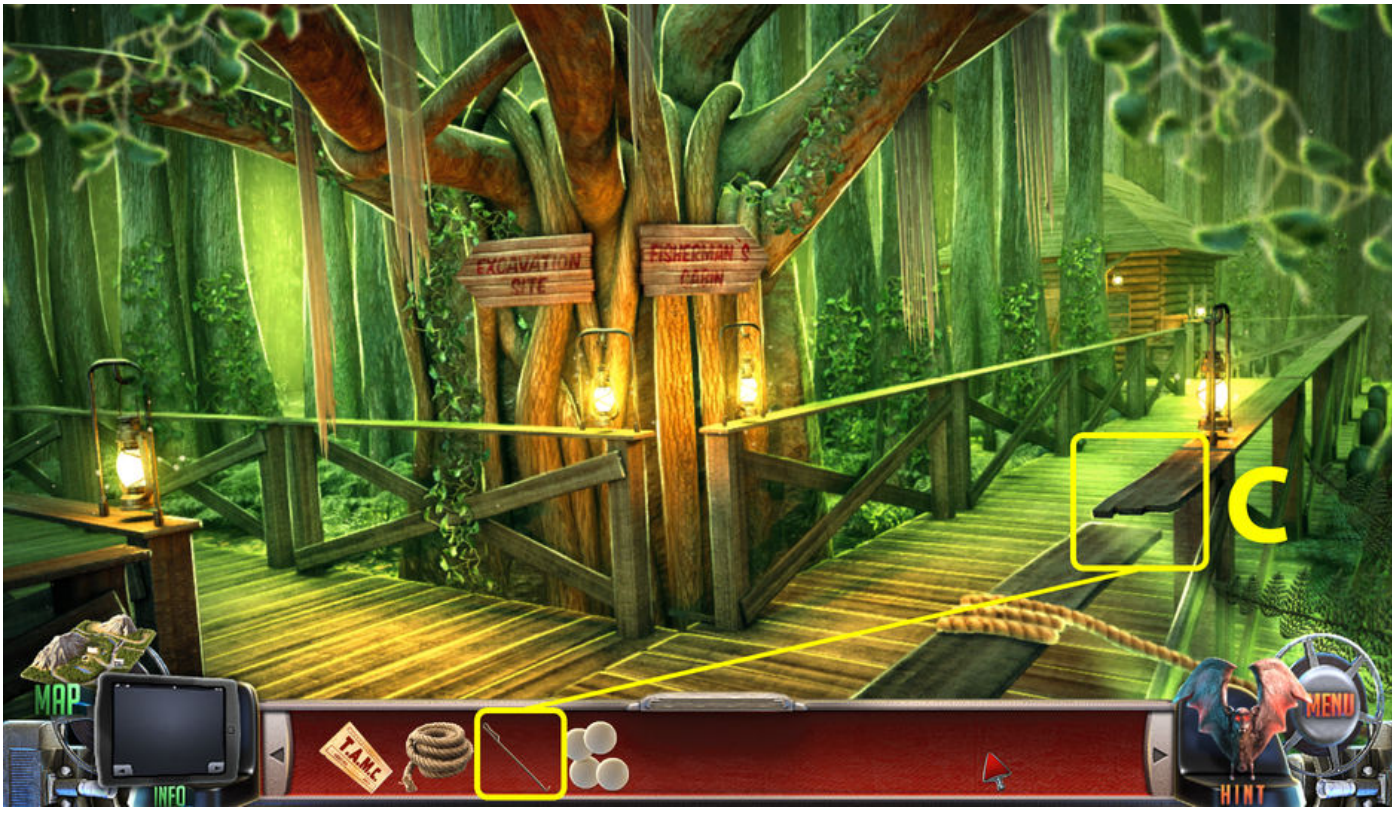


- Take the FIRE IRON by the FIREPLACE (Z).
- Solve the ROCKING CHAIR SHO to receive the TWEEZERS (A).

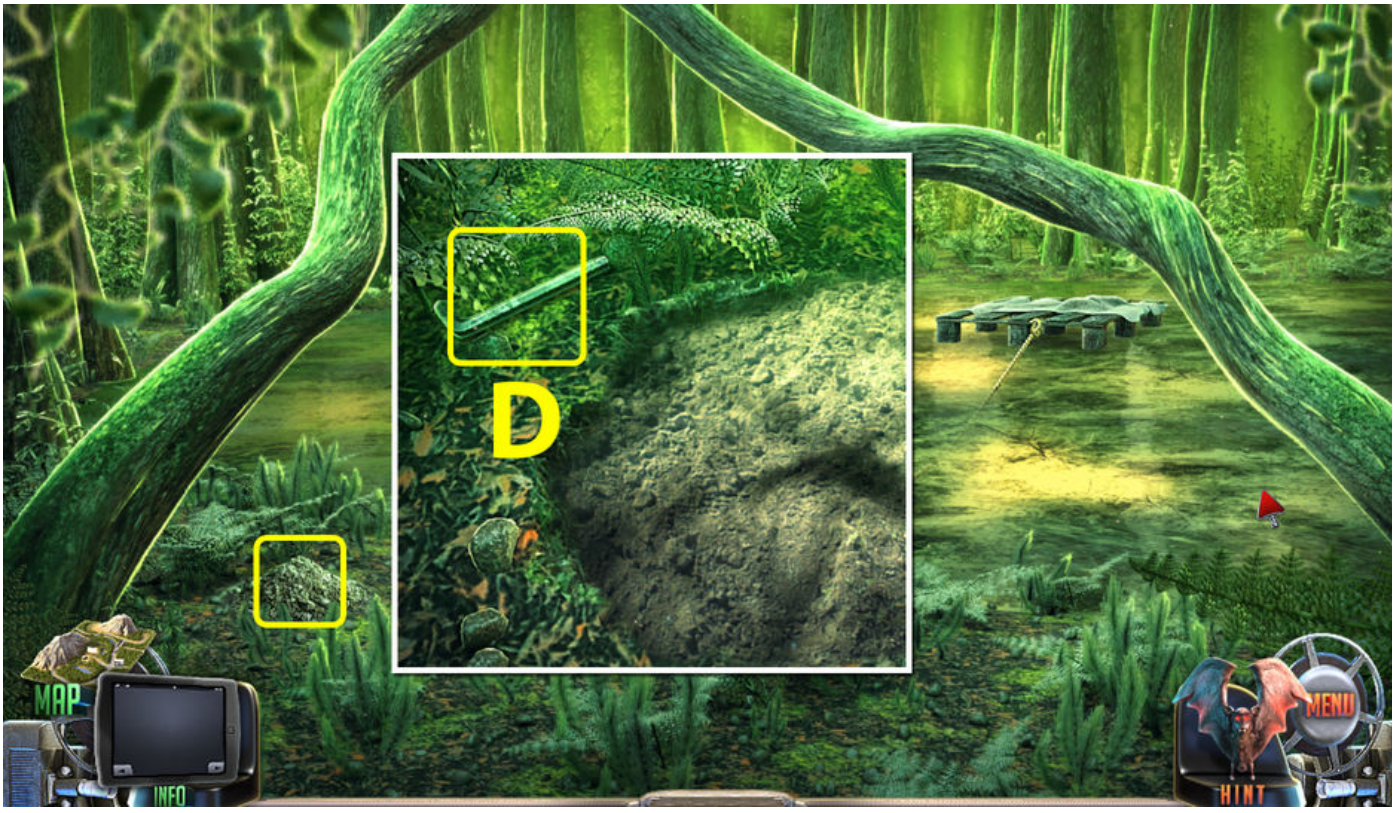
- Go back once.



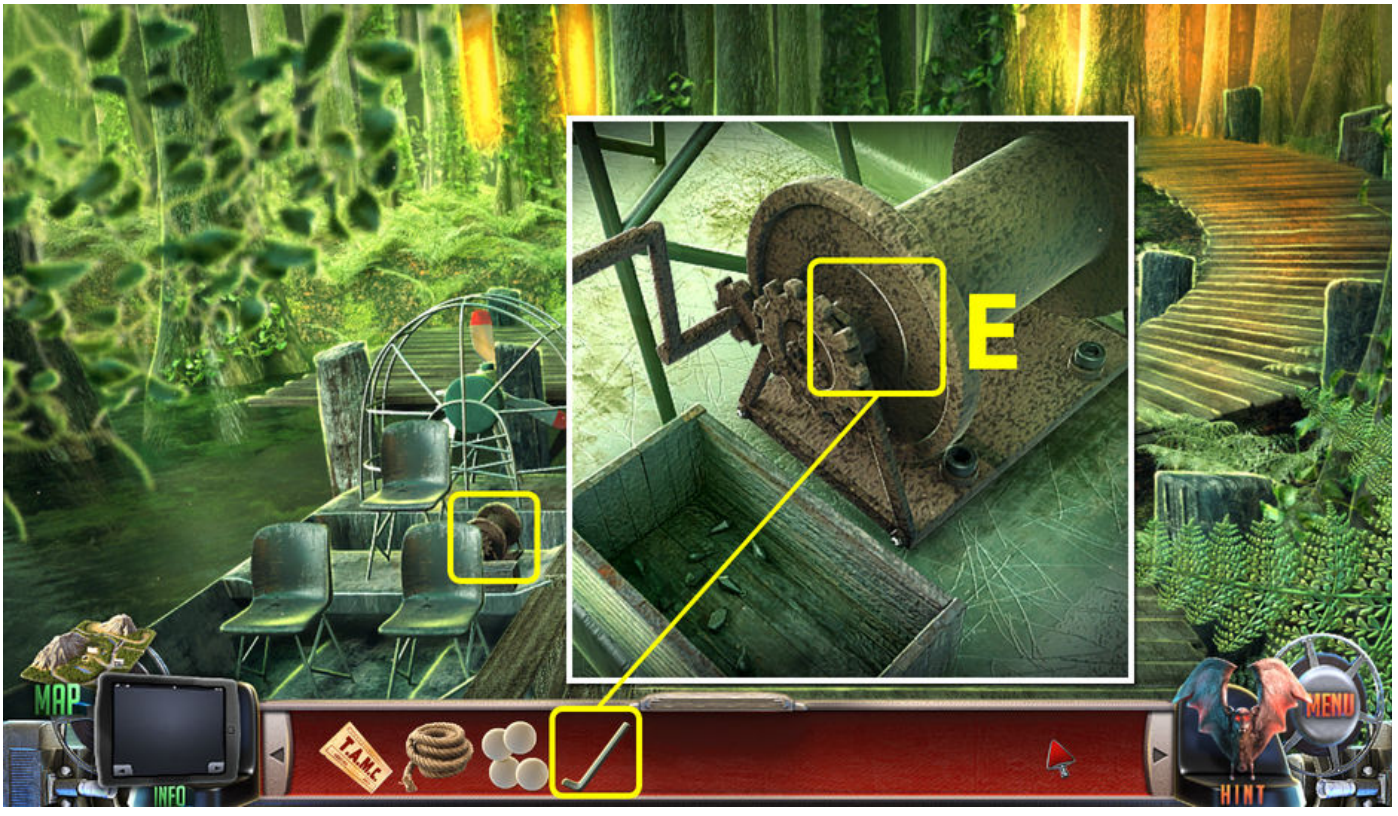
- Use the TWEEZERS on the FLOOR CRACK to receive WHITE GO BUTTONS (B).
- Go back once.



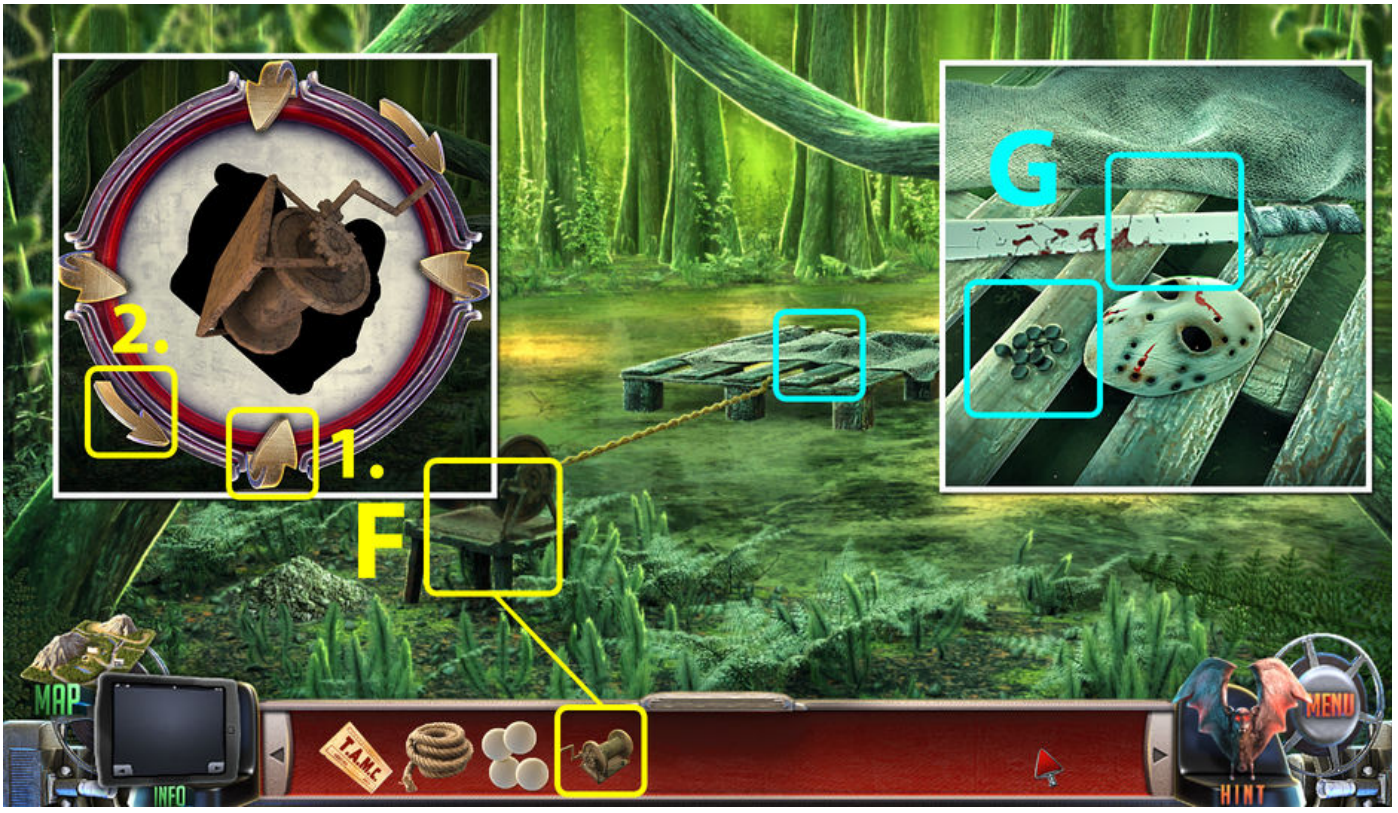
- Use the FIRE IRON on the WOODEN FENCE, and clear the way to the SHORE (C).
- Go to the Shore.



- Take the HEX KEY beside the DIRT PILE (D).
- Go back twice to the Swamp dock.



- Use the HEX KEY on the WINCH and take the WINCH (E).
- Go to Split trail, then to Shore.



- Use the WINCH on the WINCH POST, and reel in the raft (F).
- From the raft take the BLACK GO BUTTONS and MACHETE (G).
- Go back, then to Cabin, Cabin inside.



- Enter GO mini-game. Use the WHITE GO BUTTONS (1) to the lower right cup, and BLACK GO BUTTONS on the snake cup (2), to activate the GO mini-game (H).
- Solve the mini-game by reproducing the given shapes, to receive the SHARPENER HANDLE (I).

- Use the SHARPENER HANDLE on the SHARPENER (J).
- Use the MACHETE on the completed sharpener to receive SHARPENED MACHETE (K).
- Go back twice, then to the Ivy wall.



- Use the SHARPENED MACHETE on the IVY WALL, click four times, and you unlock the location HATCH (L).
- Go to the Hatch outside.

Chapter 6. Merrily mansion

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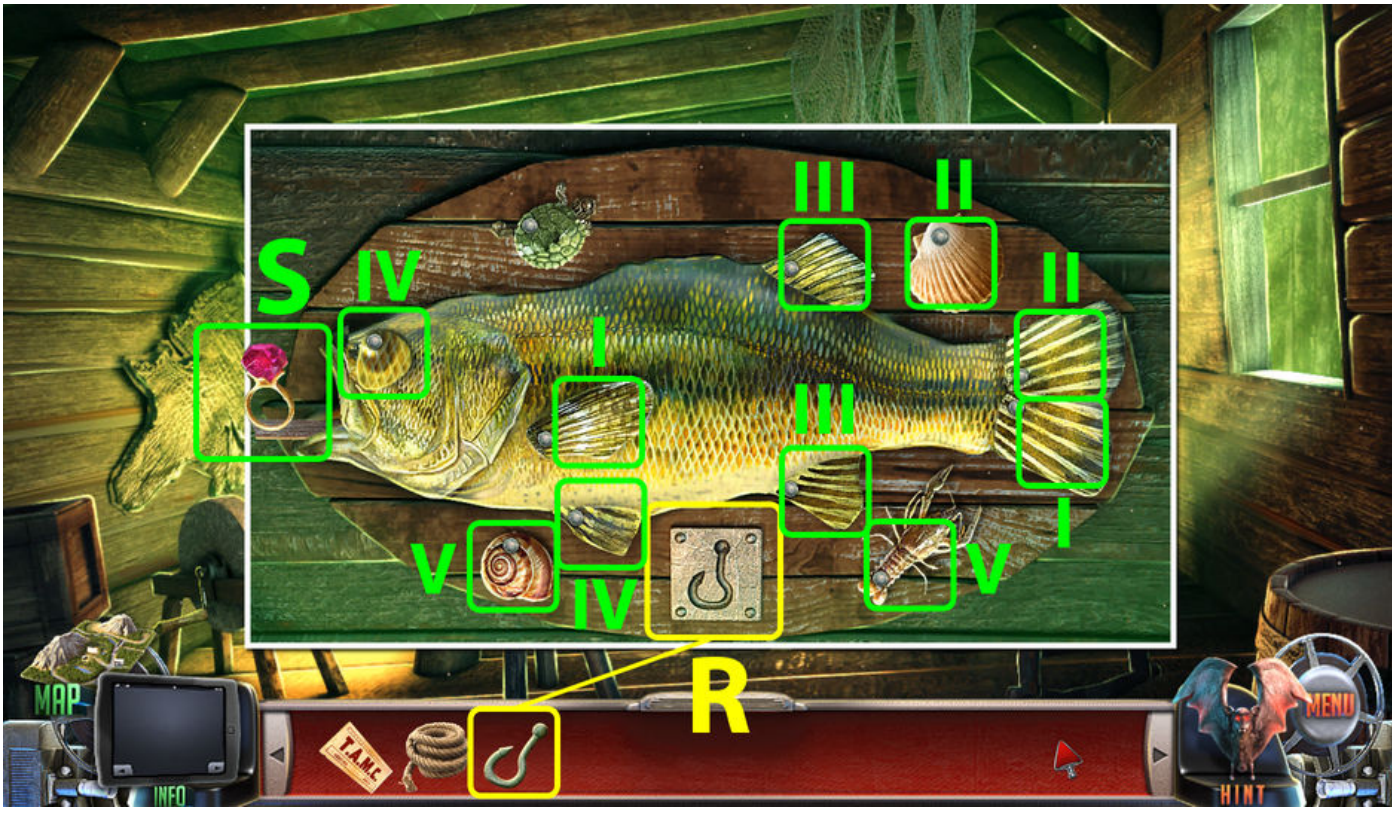
- Talk to the STRANGE GUY to receive the STICK (M).
- Take the ROBOT EYE from the statue (N)
- Use the ROBOT EYE on the statue LEFT EYEBALL, and it starts shining (O).
- Go back to Ivy wall, Split trail, then to the Cabin.



- Use the STICK on the SHOVEL HEAD and take the SHOVEL (P).
- Go back, and then to the Shore.



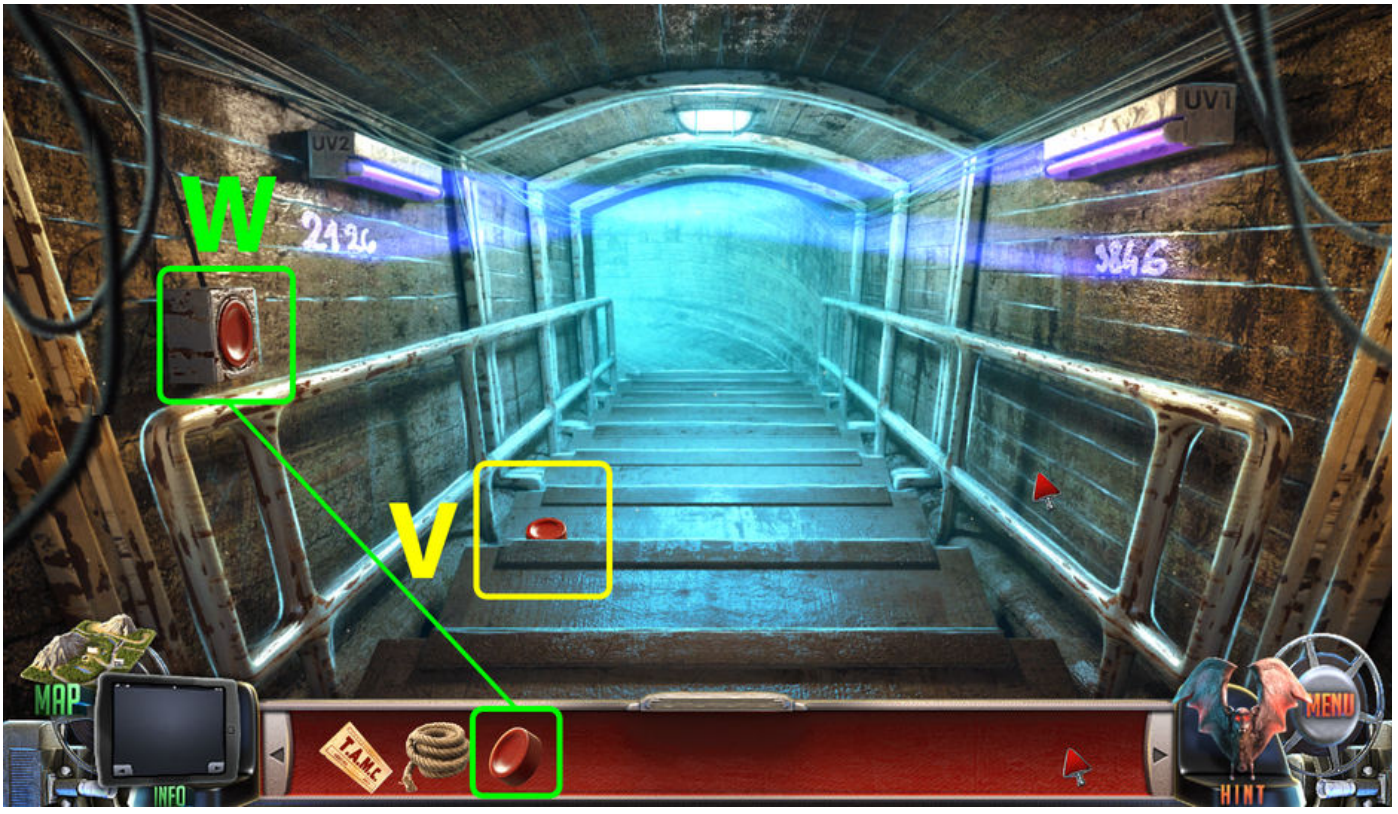
- Use the SHOVEL on the DIRT PILE and take the FISH HOOK (Q).
- Go back, then to Cabin, and the to Cabin inside.



- Enter the FISH mini-game, and use the FISHING HOOK to activate the mini-game (R).
- Solve the mini-game by finding pairs to receive the RING (S).
- Go to map, and then to Hatch.

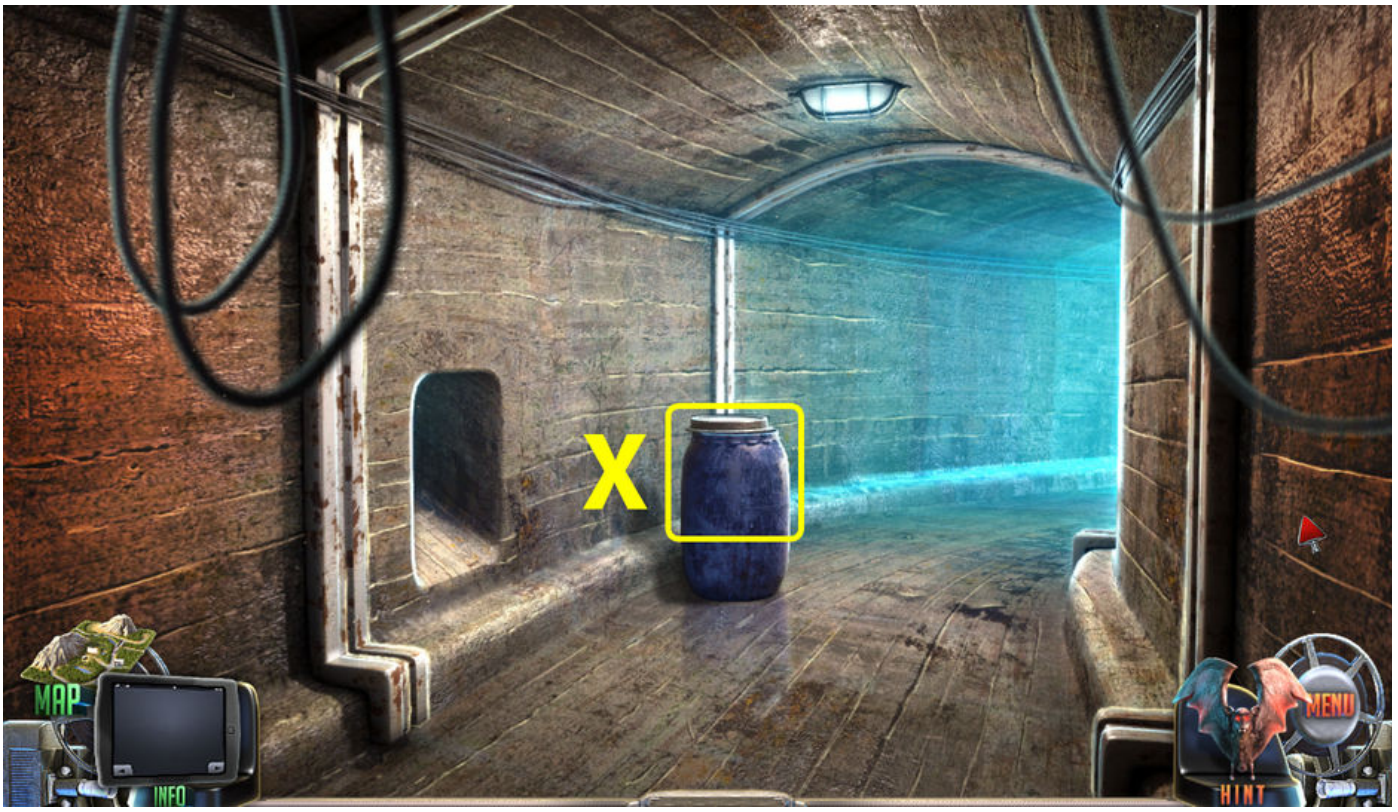


- Enter the HATCH DOOR mini-game, and use the RING on the PLACEHOLDER to activate the mini-game (T).
- Solve the mini-game to open the hatch door (U).
- Go to Stairway.

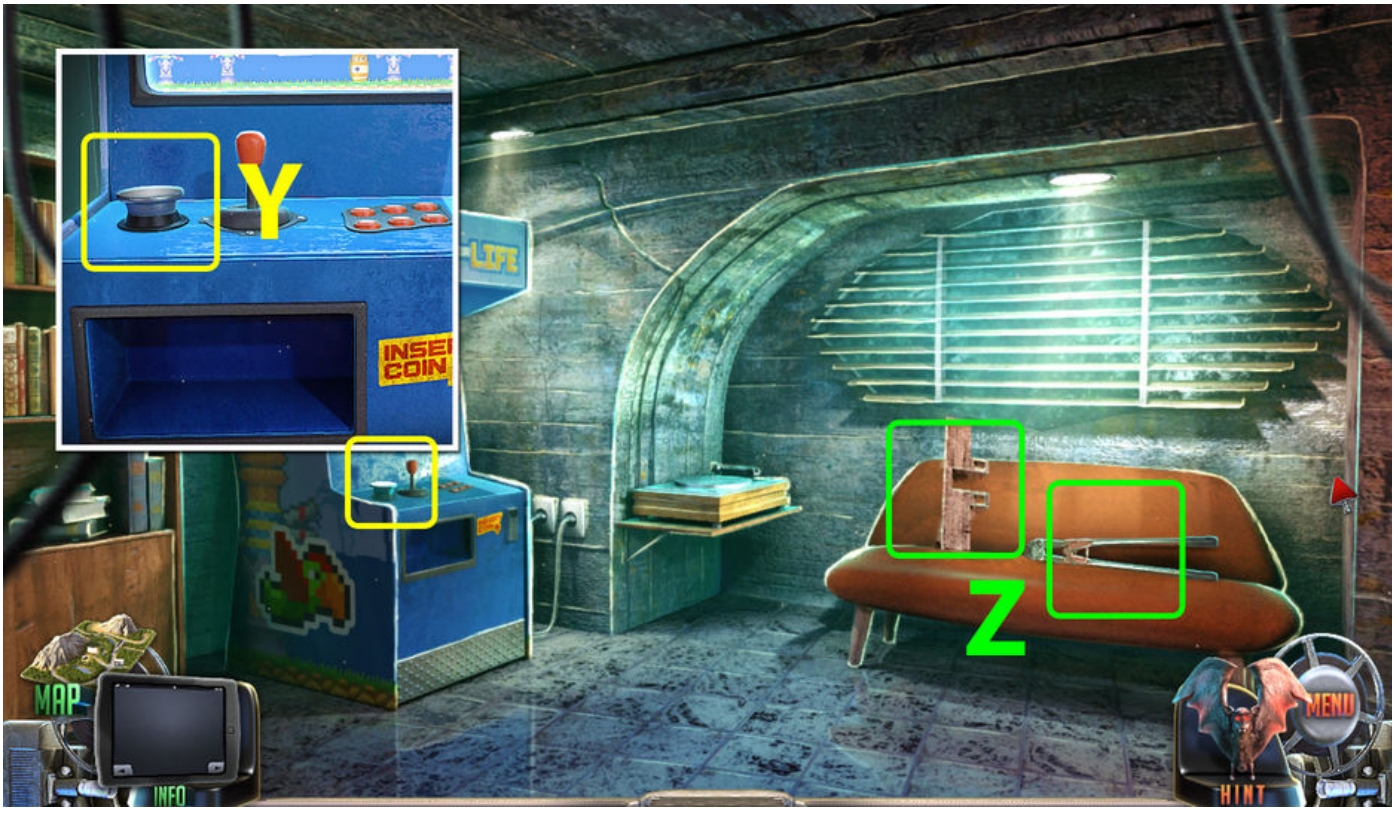


- Take the SWITCH BUTTON (V).
- Use the SWITCH BUTTON on the SWITCH and then click on it. The numbers appear (W).

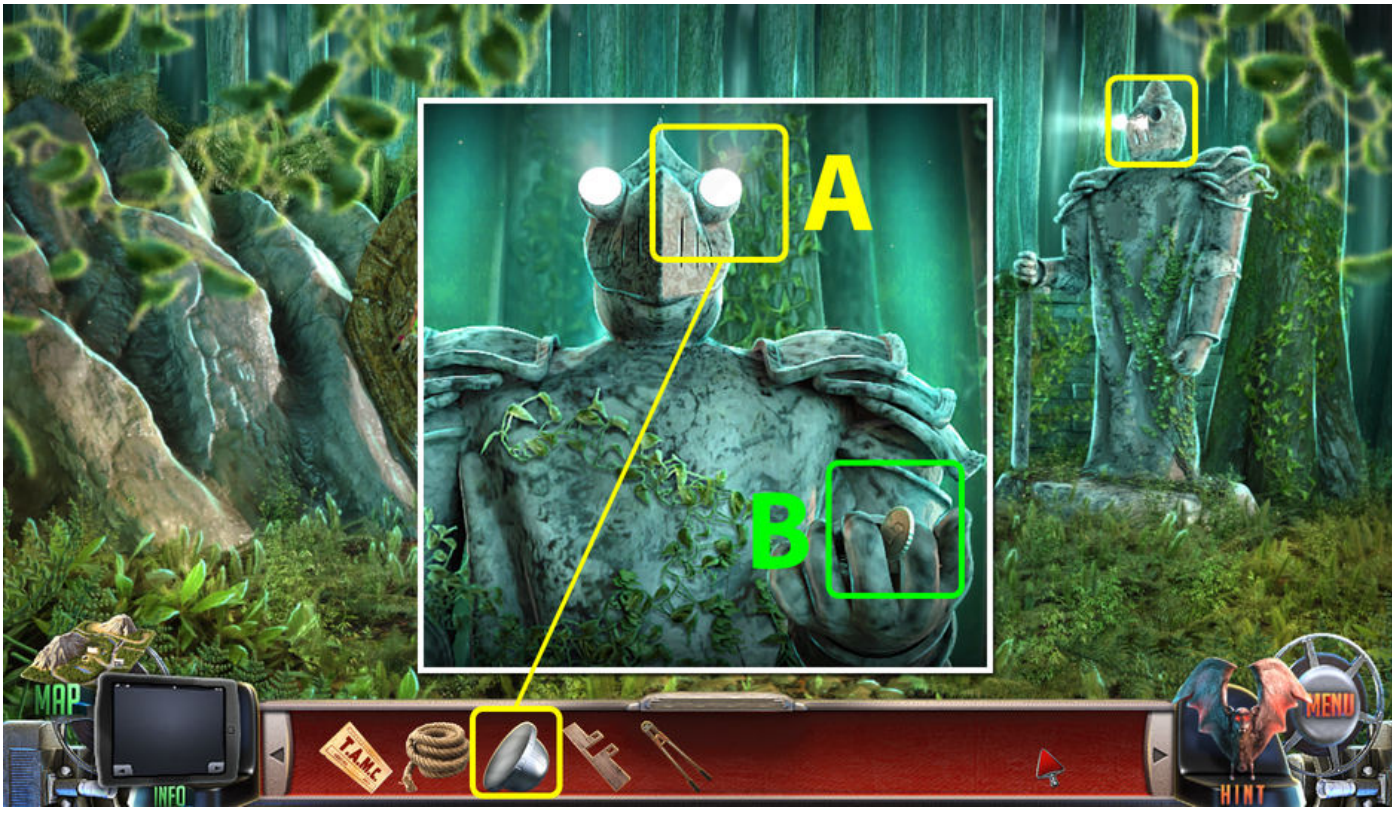
- Go to the Tunnel.



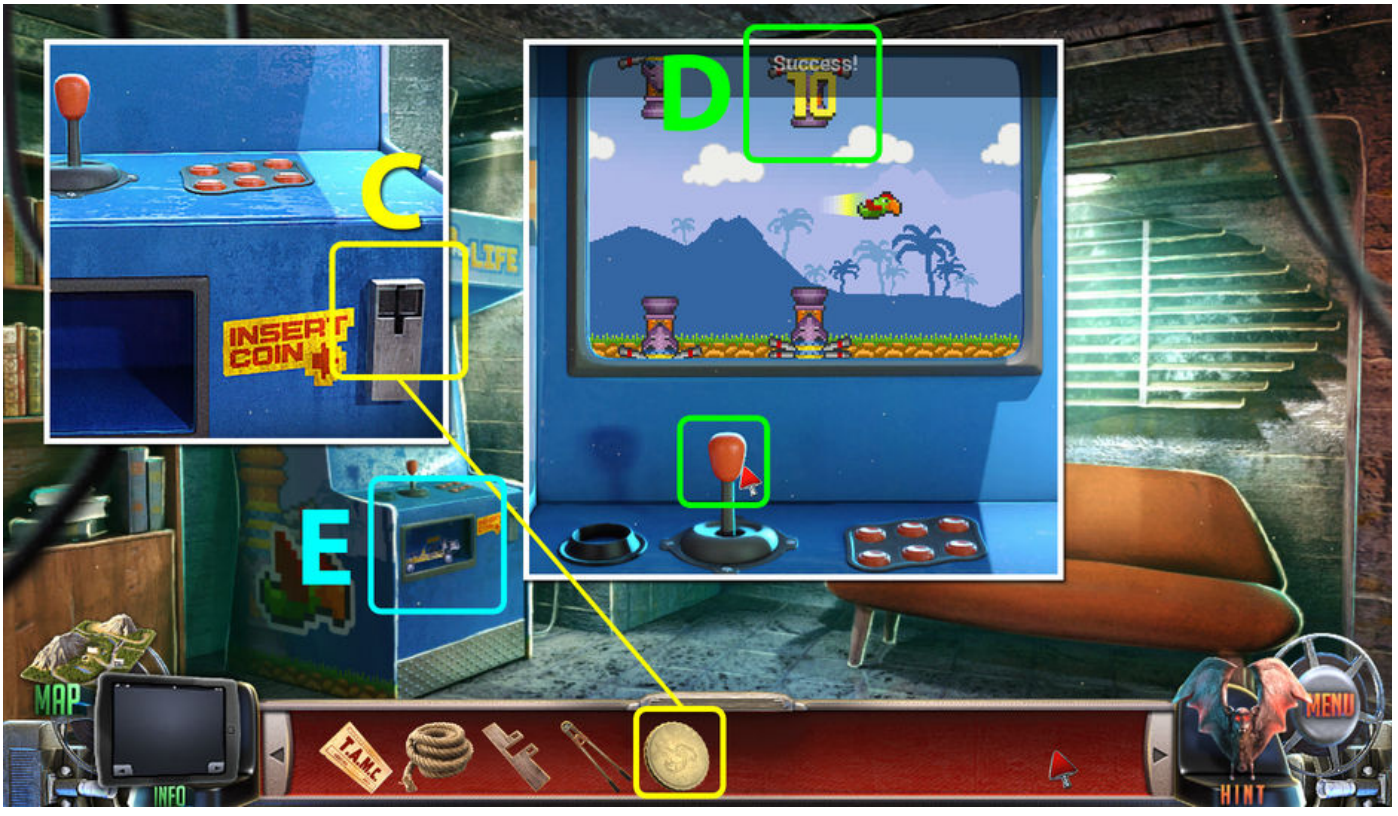
- Take the WATER BARREL (X).
- Go to Control room, and then to the Living room.



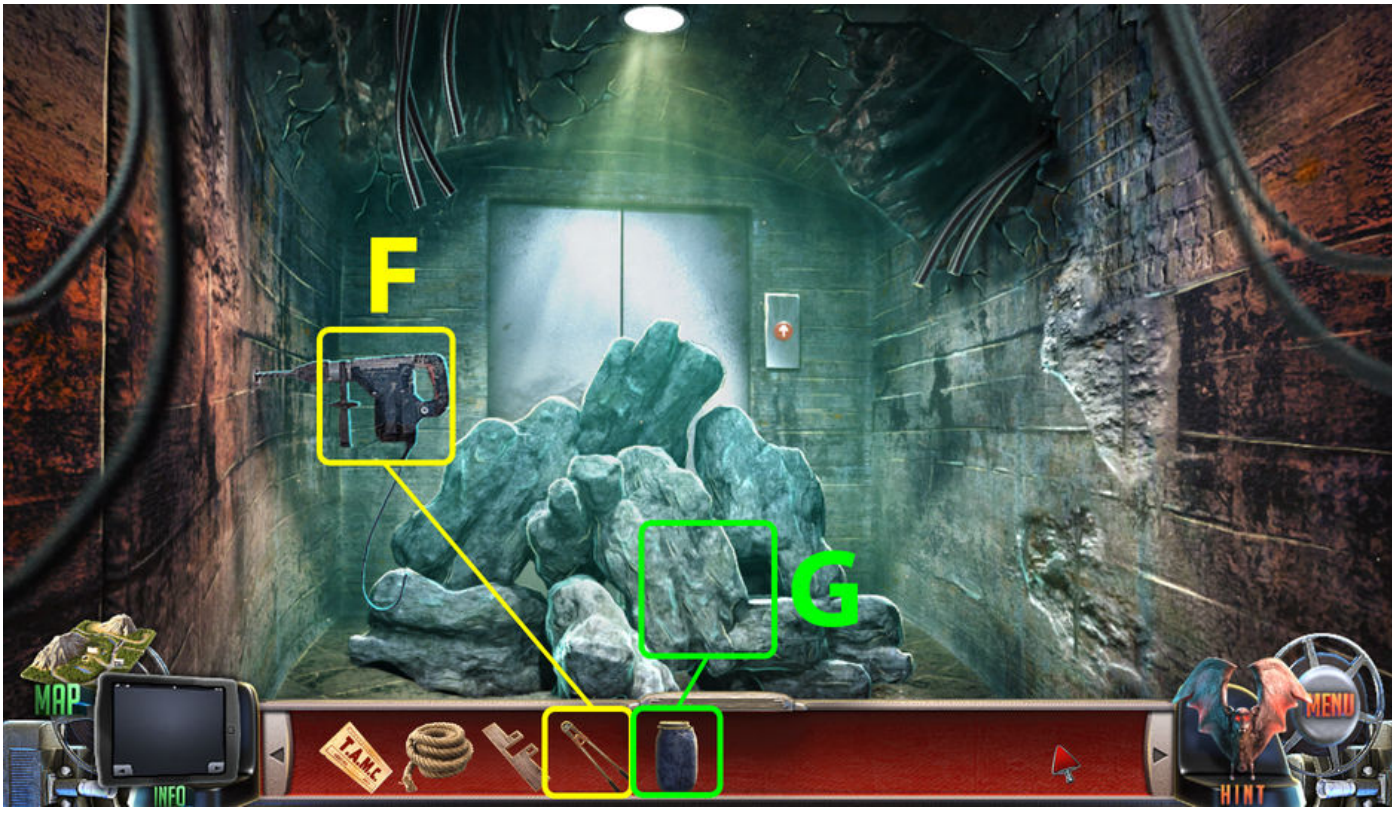
- Take the ROBOT EYE from the ARCADE CABINET (Y).
- Take the PLANK and the BOLT CUTTER from the couch (Z).
- Go back four times and use the ROBOT EYE on the STATUE RIGHT EYEBALL (A).



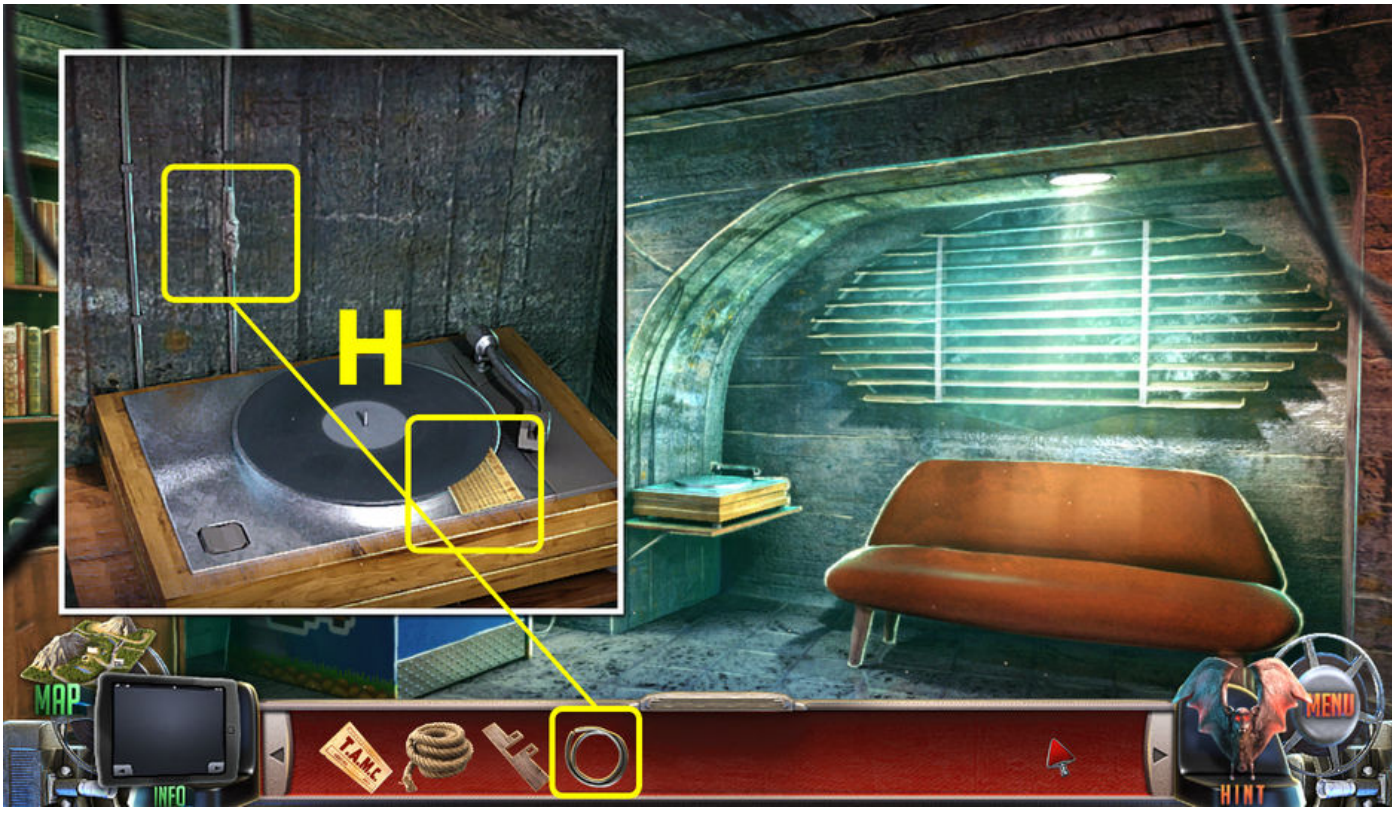
- You receive the TOKEN (B).
- Go to Stairway, Tunnel, Control room and then to Living room.



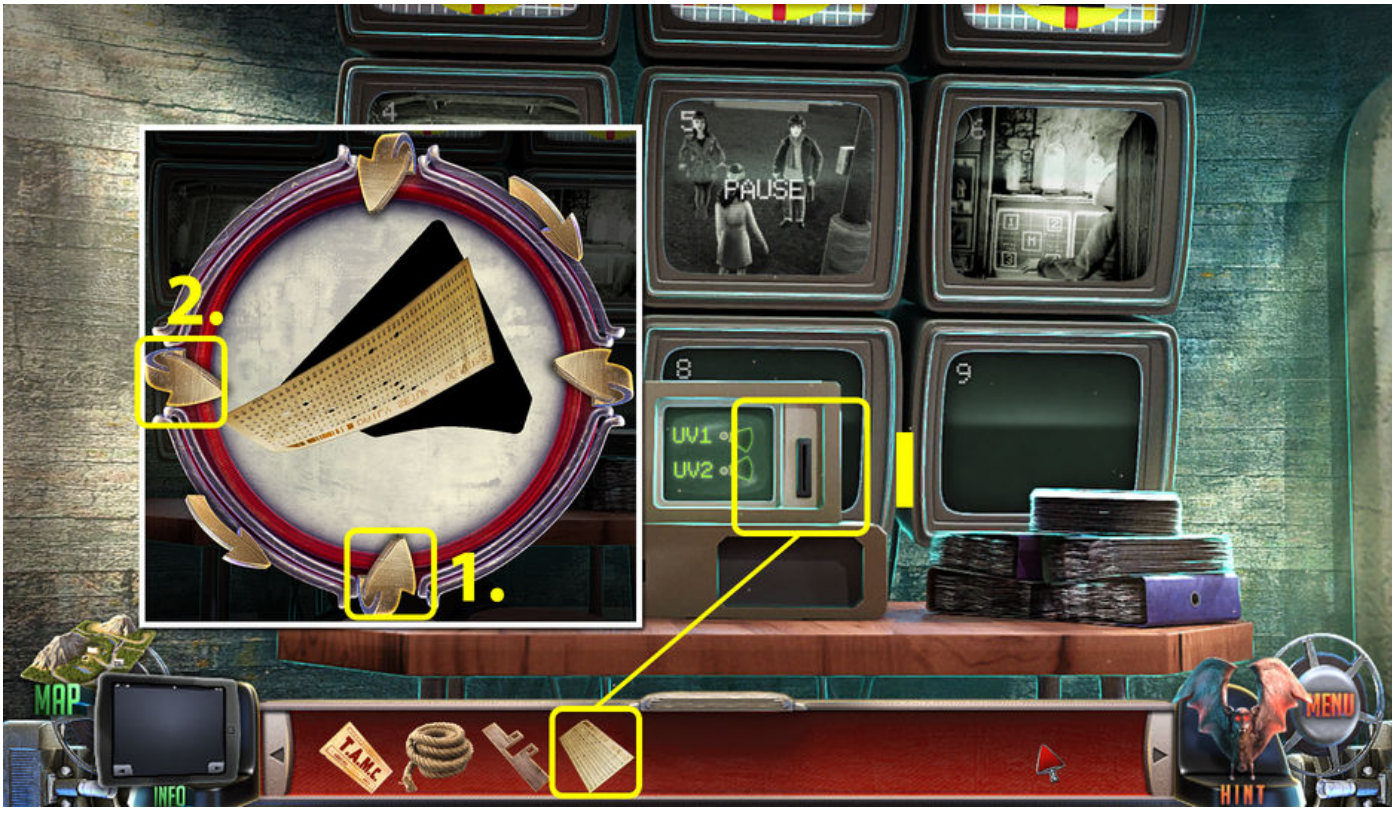
- Use the TOKEN on the ARCADE SLOT to activate the ARCADE mini-game (C).
- Solve the mini-game (D).
- Take the RC TOY from the ARCADE REWARD SLOT (E).
- Go back, then to the Elevator.



- Use the BOLT CUTTER on the DRILL IN THE WALL to receive the POWER COORD (F).
- Use the WATER BARREL on the ROCKS (G).
- Go back, the to the Living room.



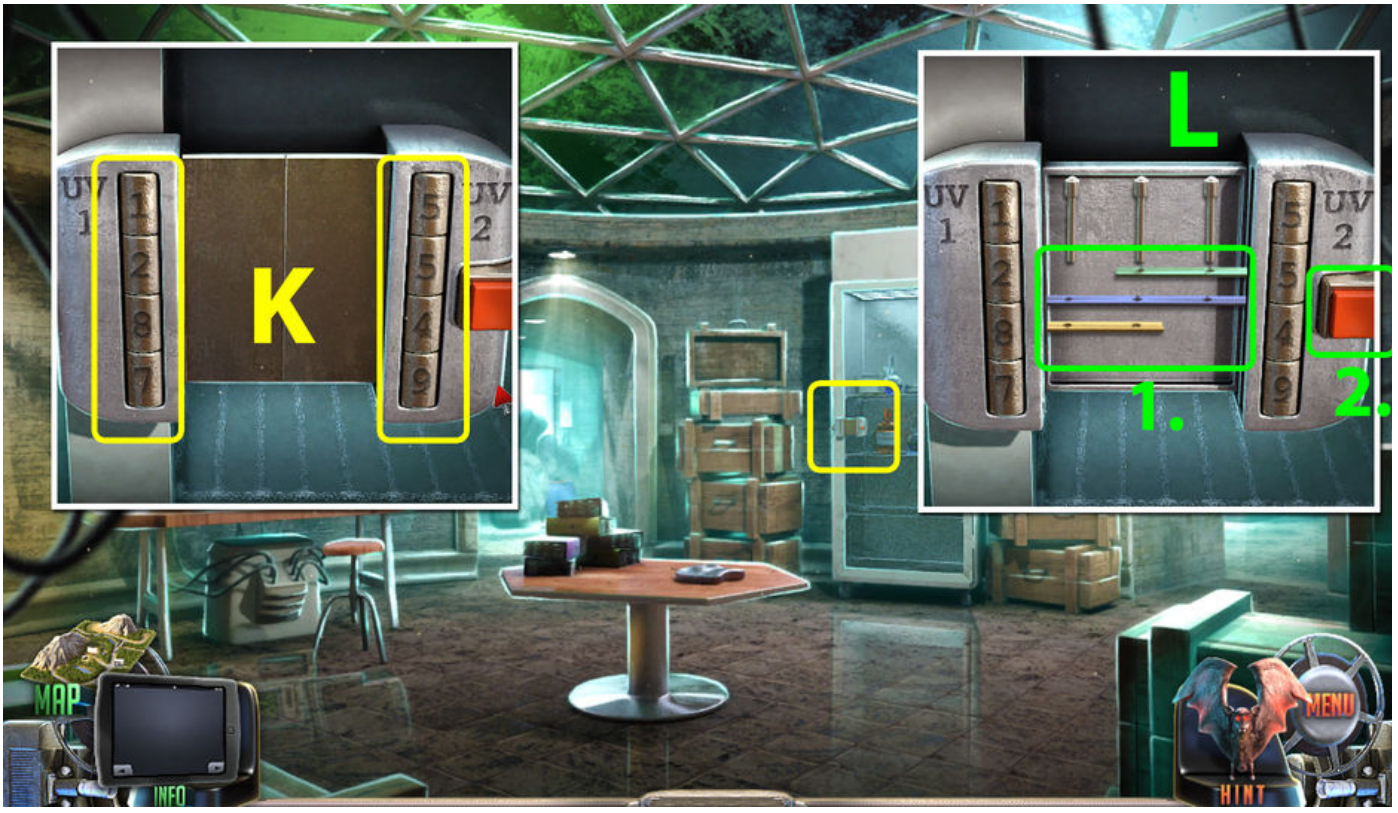
- Use the POWER CORD on the GRAMOPHONE CABLE to receive the PUNCH CARD (H).
- Go back, then to the Monitors.



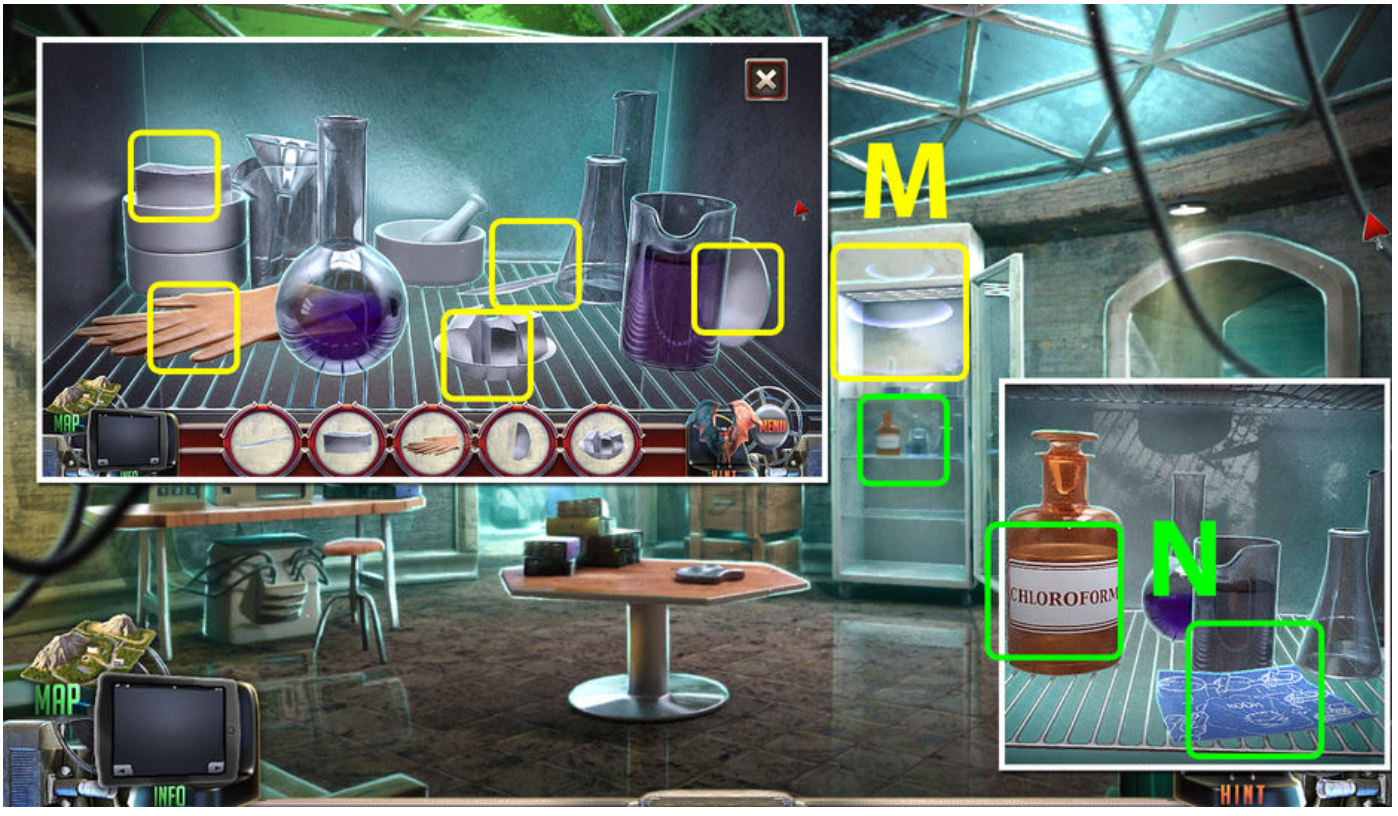
- Use the PUNCH CARD on the UV COMPUTER, and the UV lamps change position (I).
- Go back three times to the Stairway.



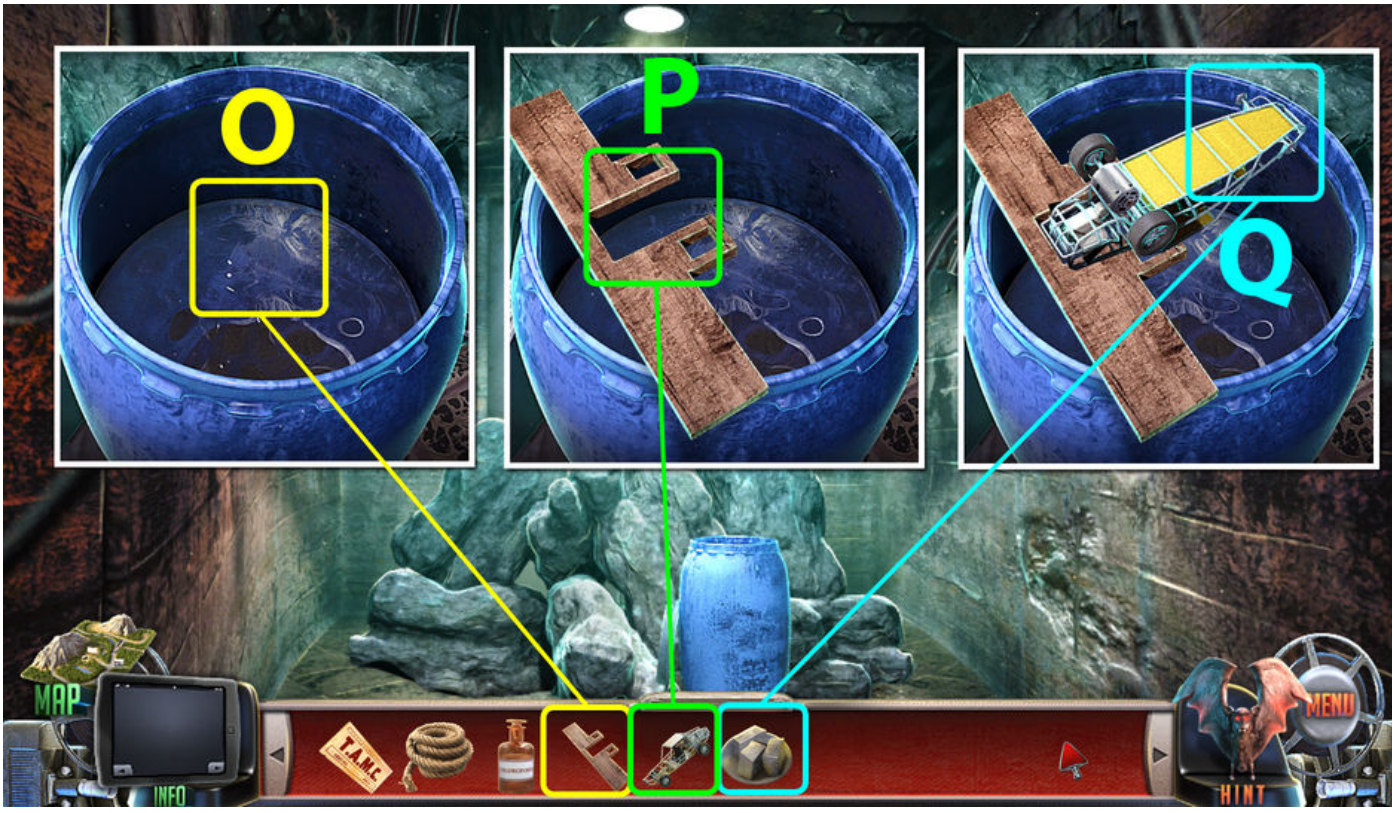
- Press the SWITCH BUTTON to receive the UV LAMP TABLET HINT (J).
- Go to the Tunnel, then to the Control room.



- Open fridge lock and type in the numbers from the UV LAMP TABLET HINT (K).
- Solve the lock mini-puzzle and open the fridge (L).



- Solve the HATCH FRIDGE SHO to receive the POTASSIUM (M).
- Take the CHLOROFORM and the POTASSIUM BOMB TABLET HINT from the FRIDGE (N).
- Go to the Elevator.

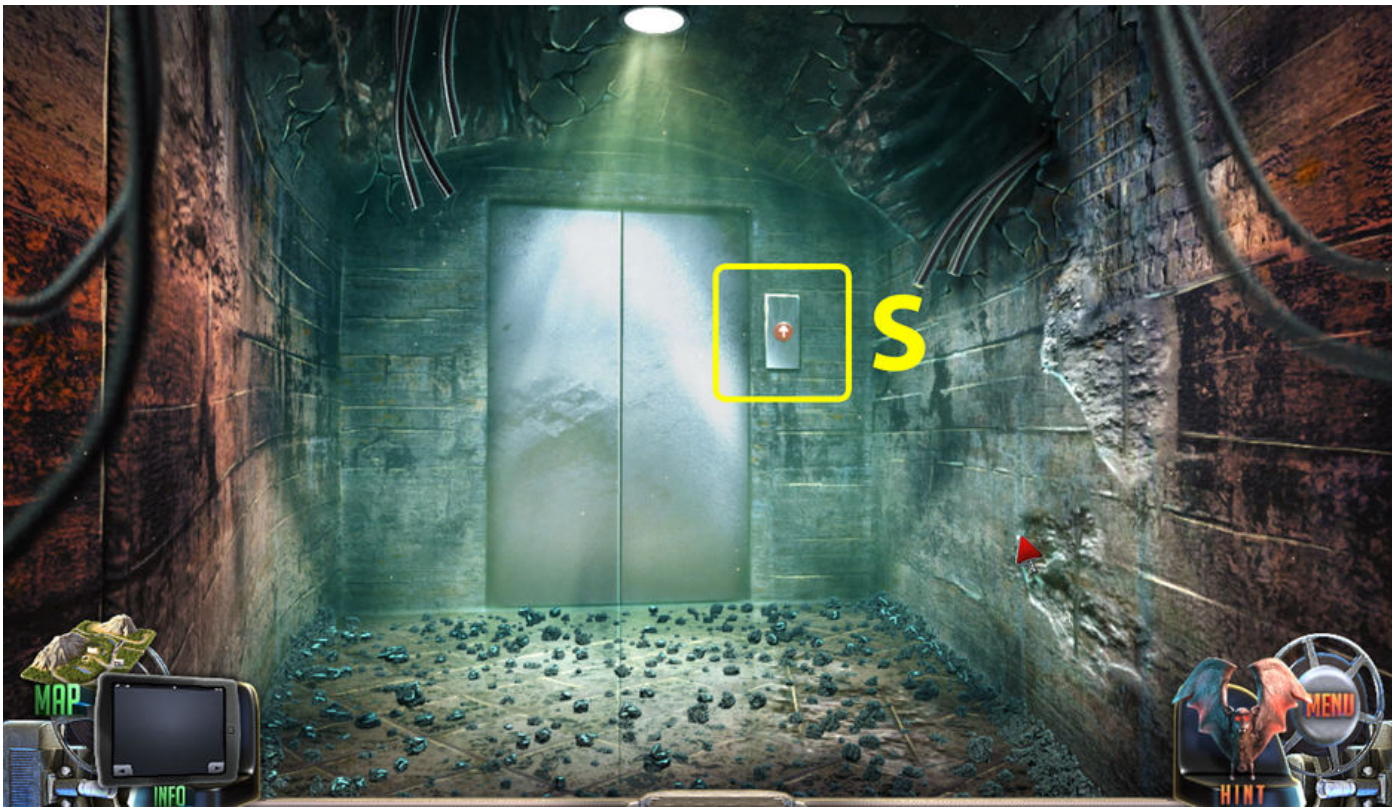


- Use the PLANK on the WATER BARREL (O).
- Use the RC TOY on the PLANK (P).
- Use the POTASSIUM on the RC TOY (Q).
- Go back to Control room.



- Click on the REMOTE CONTROL on the small table to activate the bomb, and the elevator door is released (R).

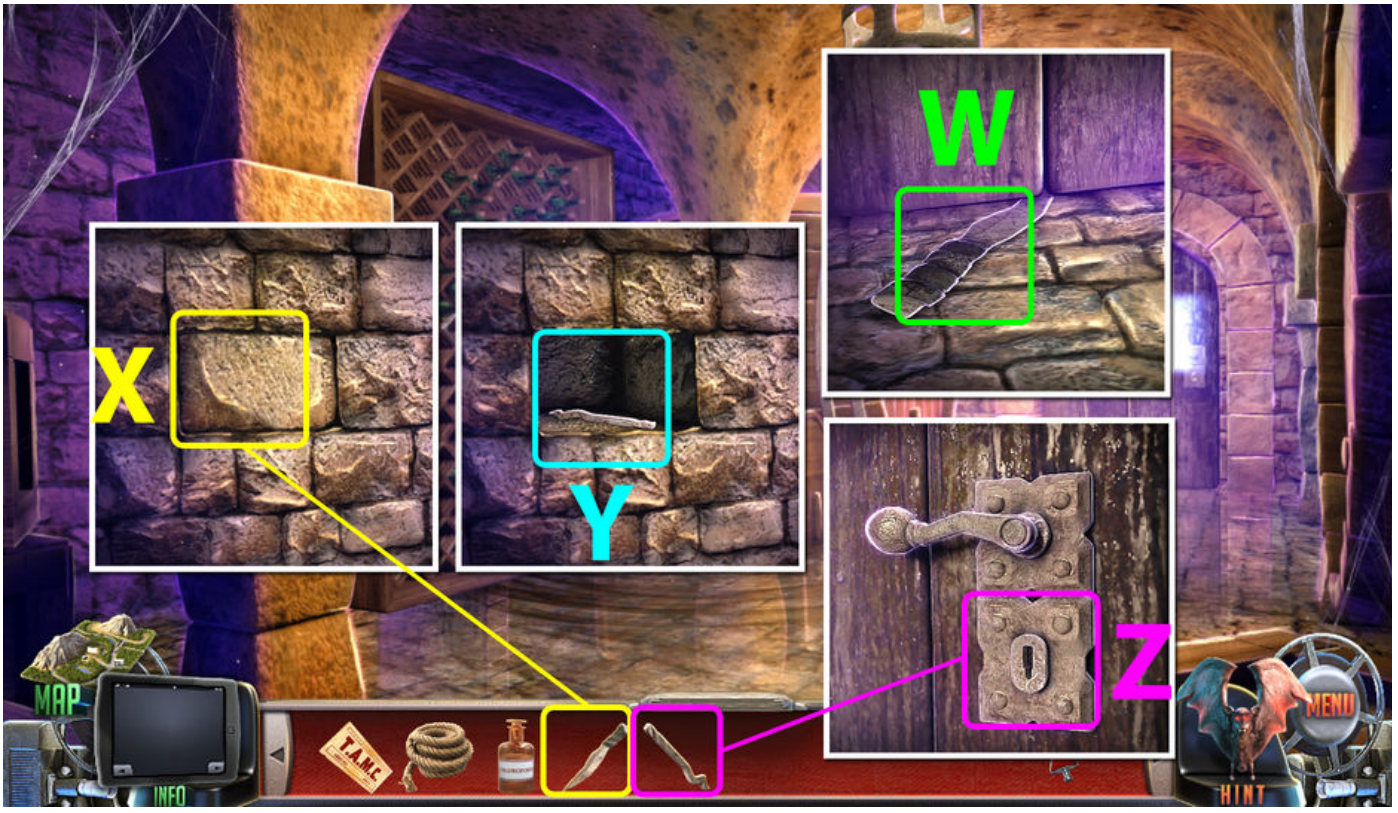
- Go to the Elevator.



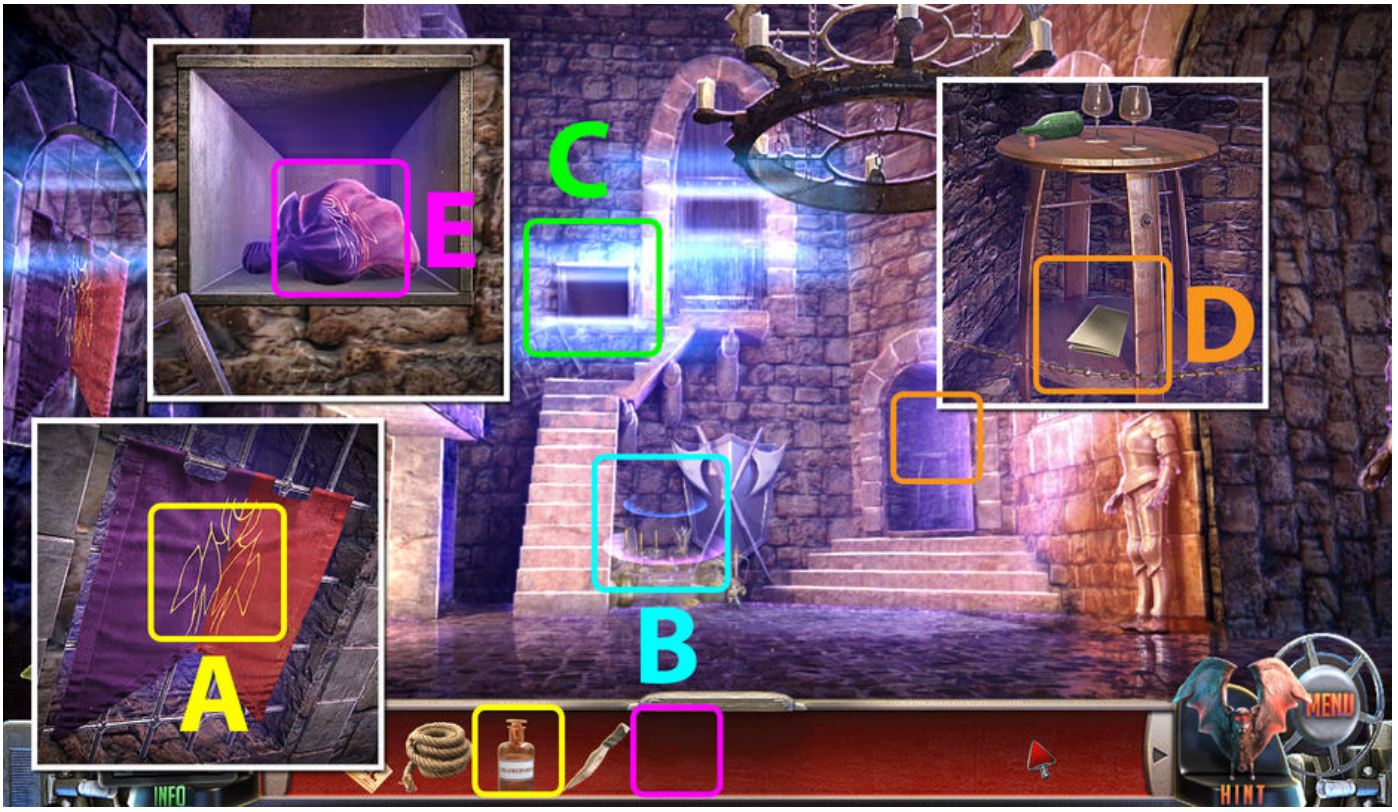
- Click on the ELEVATOR BUTTON (S).
- You enter the Mansion wine cellar.



- Take the CORKS from beneath the door (T).
- Use the CORKS on GABRIELLA (U).
- Click on the DOOR, and watch the video how Wornoff captures Gabriella (V).

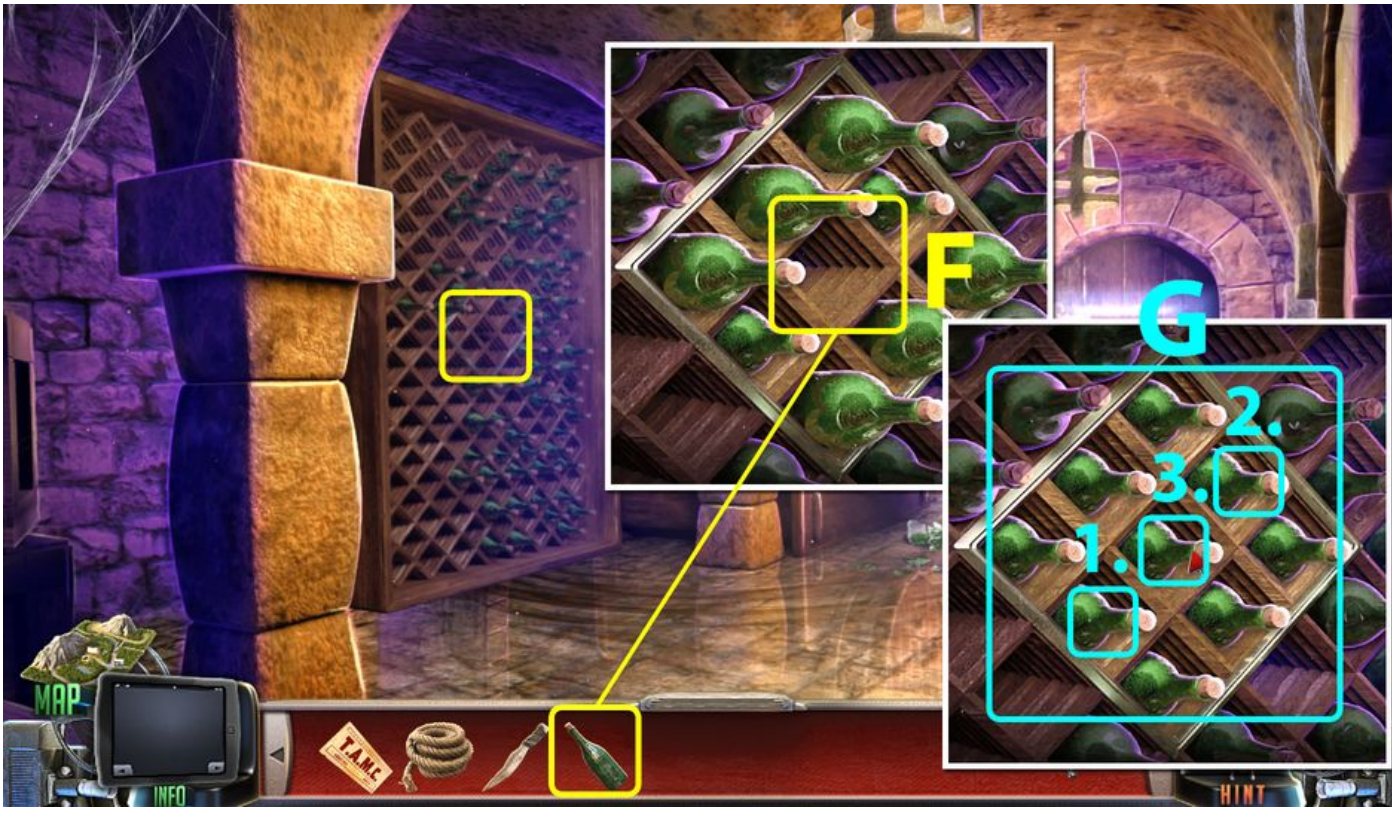


- Take the SHANK from beneath the door (W).
- Use the SHANK on the LOOSE WALL BRICK, and the SHANK returns to inventory (X).
- Take the LOCKPICK (Y).
- Use the LOCKPICK on the CELLAR DOOR and open it (Z).
- Go to the Hallway.



- Use the CHLOROFORM on the FLAG to receive the CHLOROFORM SHEET (A).

- Solve the CASKET HO to receive the WINE BOTTLE (B).
- Click on the ventilation opening to watch the video sequence (C).
- Take the WINE SHELF TABLET HINT (D).
- Use the CHLOROFORM SHEET on the VENTILATION OPENING (E).
- Go back once.



https://www.youtube.com/watch?v=4M6lWqPrXJM

- Use the WINE BOTTLE on the WINE SHELF to activate the WINE SHELF mini-puzzle (F).
- Solve the mini-puzzle by pressing the bottles (picture) and open the secret passage (G).



- Use the ROPE on the SECRET PASSAGE (H).
- Go to the Tunnel, then Control room, then to the Monitors.



- Press the number “6” on the VENTILATION PANEL, and you disable the mad scientist (I).
- Go to map, and select Mansion. Go to Hallway, than to the Lab.



- Take the MACHINE PART (J).
- Take the PEN (K).
- Take the BLACK SPHERE from the scientist's NECK (L).



- Enter the MINDHUNTING MACHINE mini-game, and use the MACHINE PART to activate it (M).
- Solve the mini-game (picture) (N).
- Go to the Tower.



- Use the SHANK on GABRIELLA'S HANDS to untie her (O).
- Use the TICKET STUB on her hand (P).
- Use the PEN on the TICKET STUB to write her the message (Q).
- Go back.



- Press the BIG RED BUTTON on the mindhunting machine (R). Wornoff is defeated. You appear at the Drive-in.

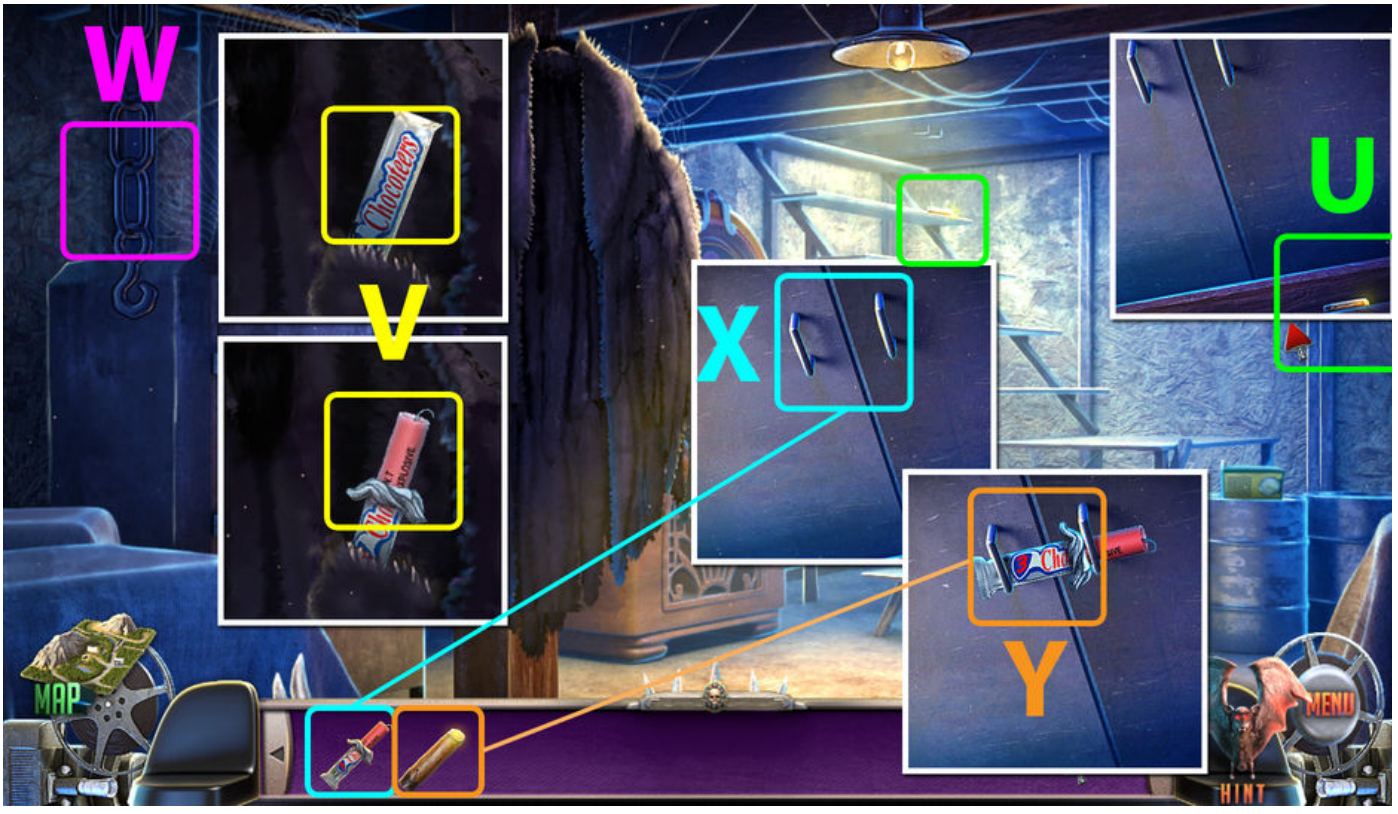
Go to Toilets, then Woods.



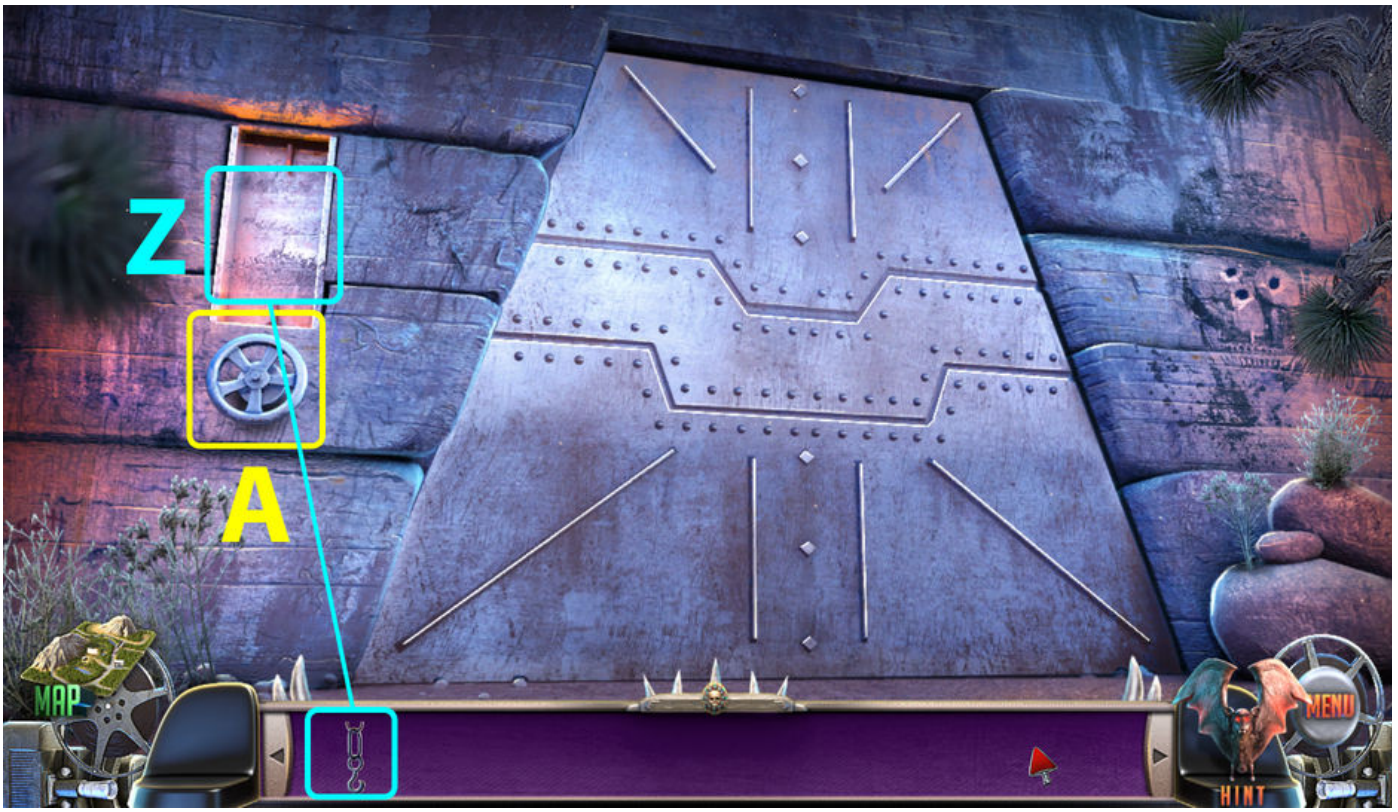
- Use the BLACK SPHERE on the LARGE BLACK SPHERE to activate the SPACE mini-game (S).
- Solve the mini-game. You finish the game as Nate, and start as Wornoff (T).

Chapter 7. King for a day, prison for a lifetime

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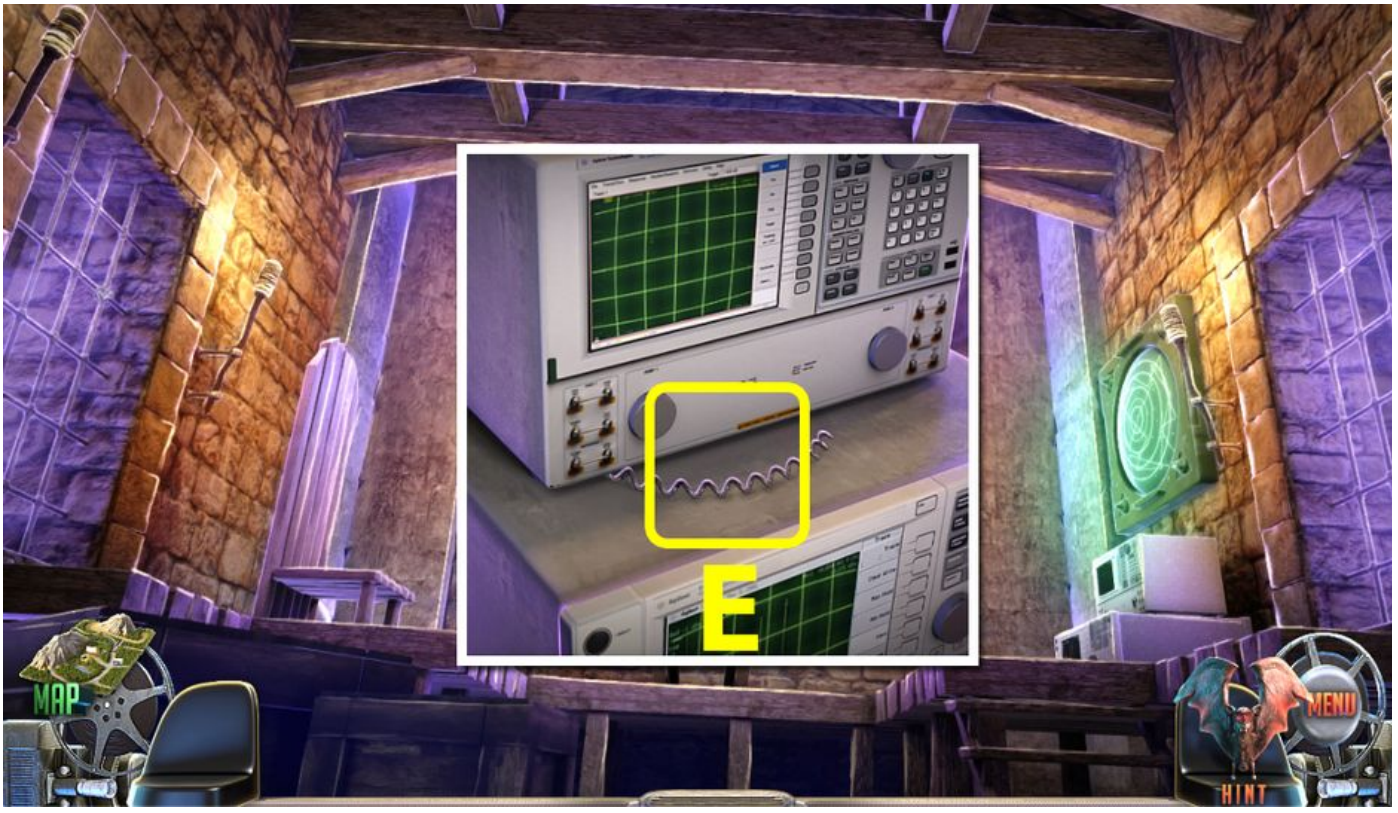
- Take the CIGARETTE BUTT from the STAIRS (U).
- Take the DYNAMITE from the pocket of the COAT (V).
- Take the CHAINS hanging from the ceiling (W).
- Use the DYNAMITE on the BASEMENT LID (X).
- Use the CIGARETTE BUTT on the DYNAMITE to light it (Y).
- Go to Gate, then to the Bunker.



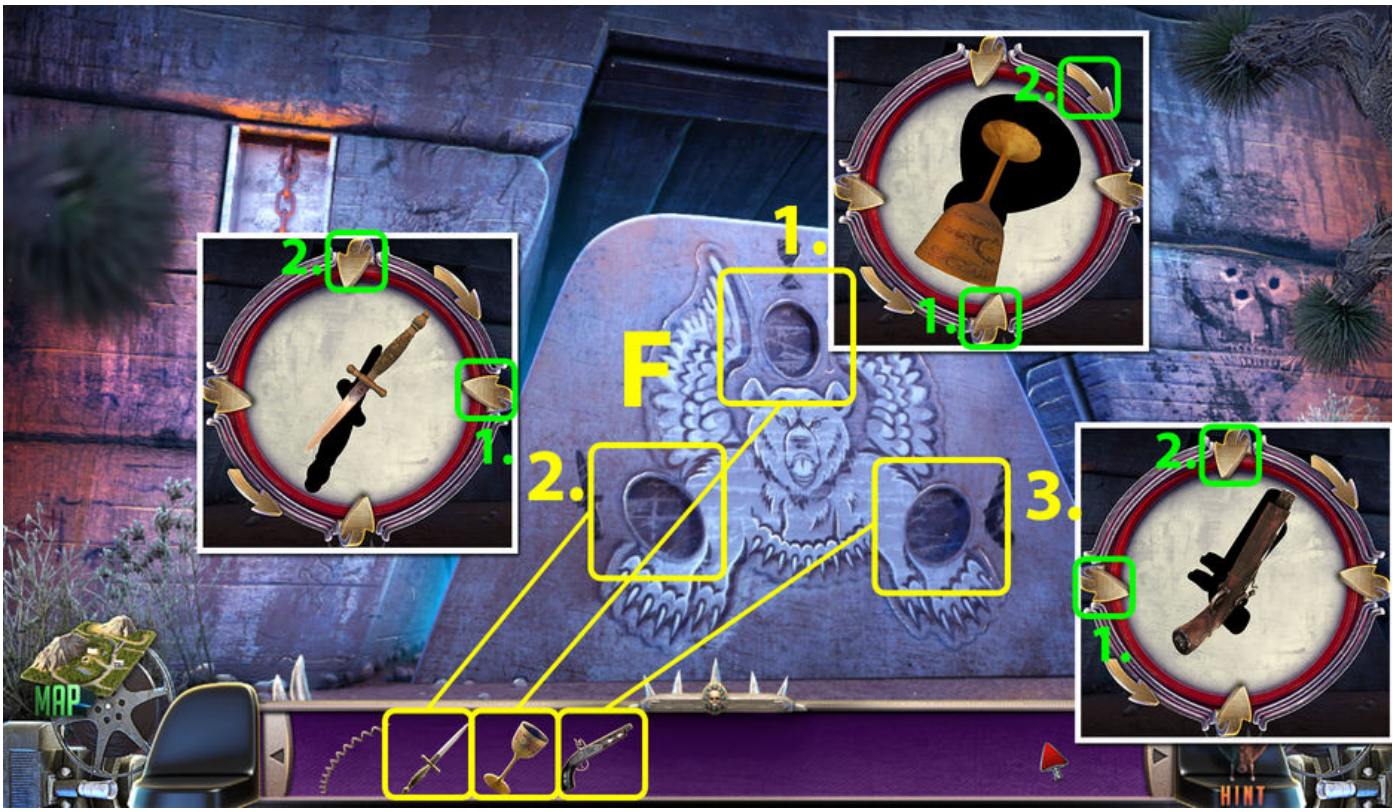
- Use the CHAINS on the BUNKER MECHANISM (Z).
- Click on the BUNKER MECHANISM to open the metal lid (A).
- Locations are unlocked on the map: Drive-in, Hatch and Mansion.
- Go back twice, then to the Living room and to the Kitchen.



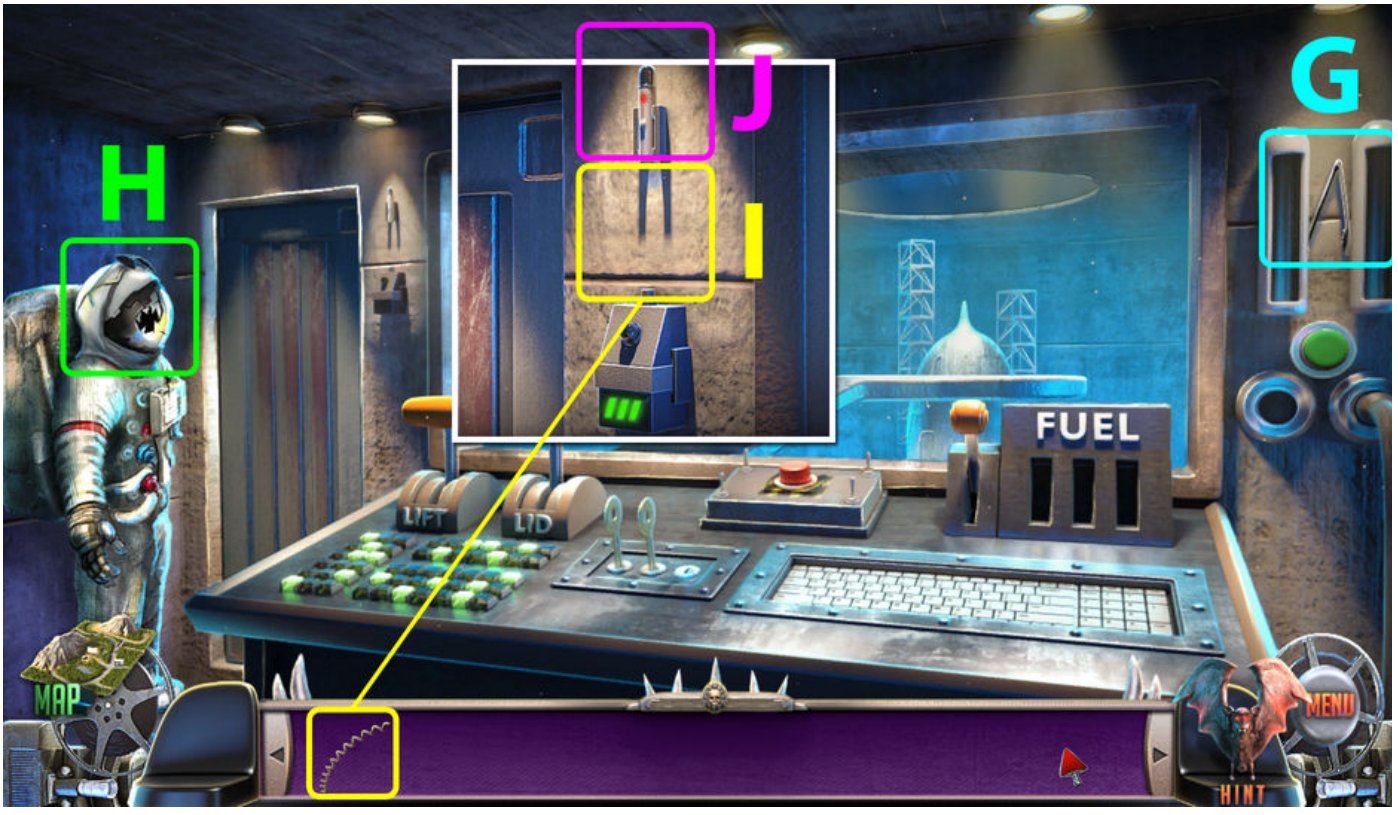
- Solve the KITCHEN SINK HO to receive the SHINY CUP (B).
- Go to map and then to the Drive-in.
- Solve the TRASH CAN HO to receive the PISTOL (C).
- Go to the map, Mansion, then to the Hallway.
- Solve the CASKET HO to receive the DAGGER (D).
- Go to the Tower.



- Take the CHARGER CABLE from the mindhunting radar (E).
- Go to map, then Wailands house. Go to the Gate, then to the Bunker.



- Mount the SHINY CUP (1), the DAGGER (2) and the PISTOL (3) on the crest, and solve three SMO to open the bunker (F).
- Go to the Inside bunker.

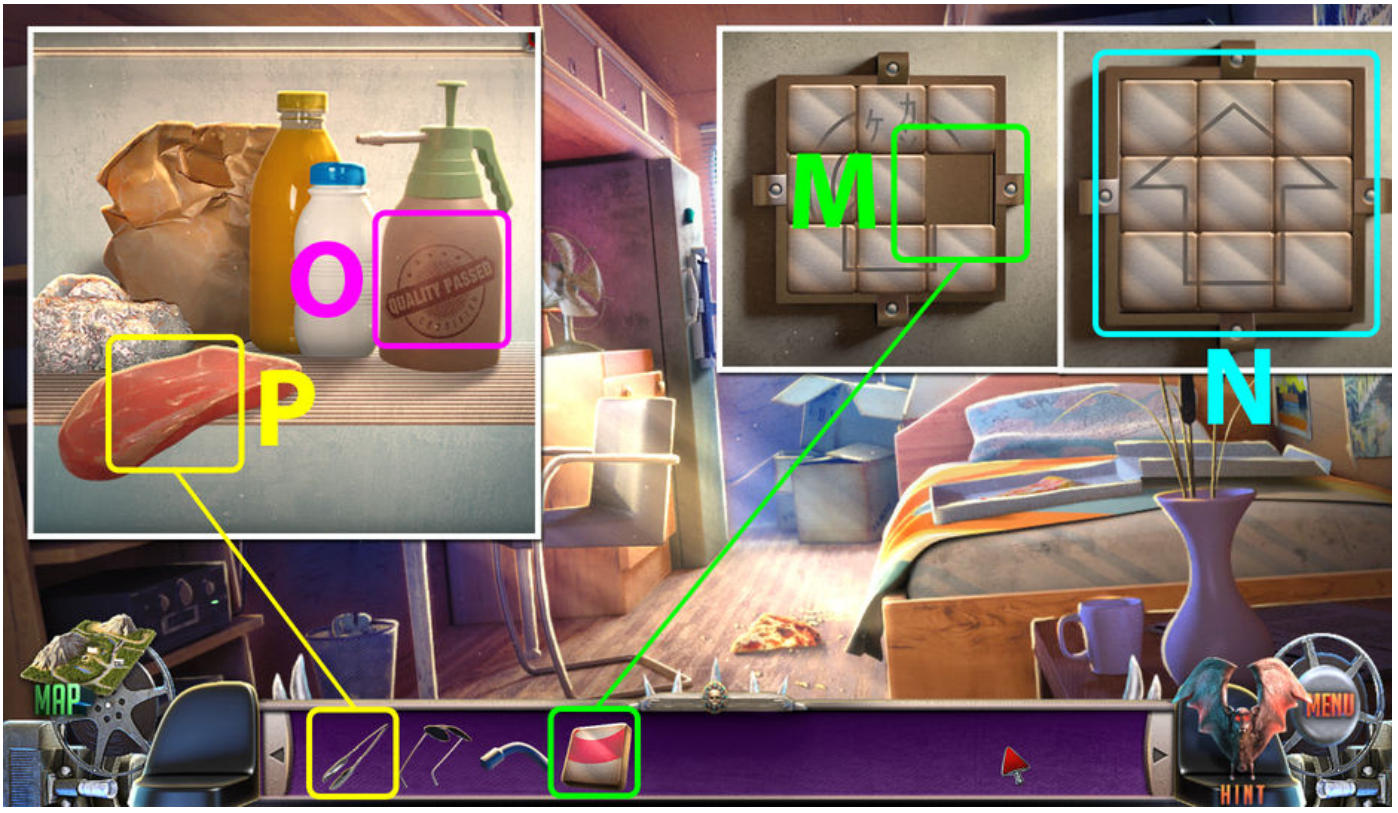


- Take the TONGS (G).

- Take the Sunglasses (H).
- Use the CHARGER CABLE on the LASER CHARGER (I).
- Take the LASER (J).
- Go to map, then to the Drive-in.



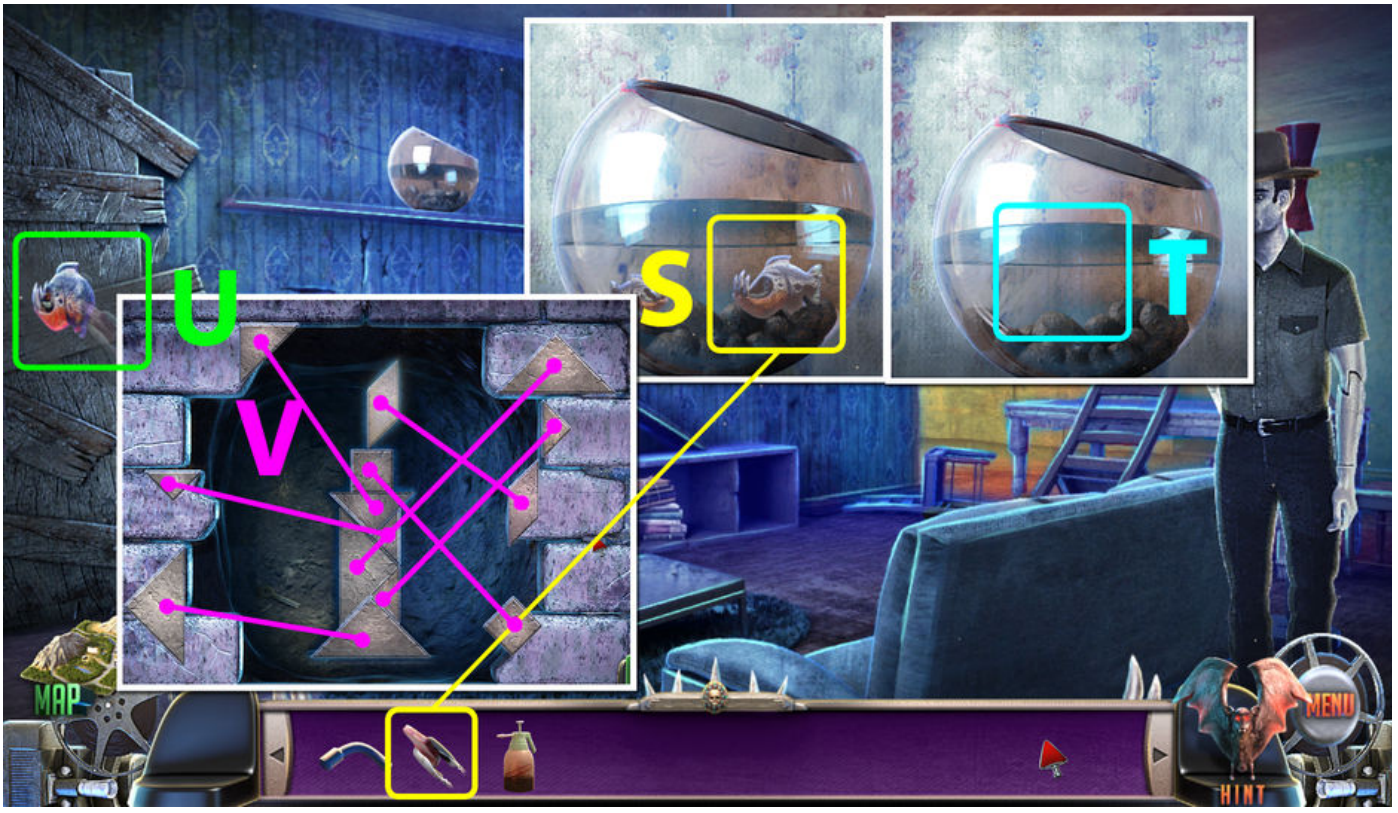
- Use the LASER on the COMPARTMENT DOOR (K).
- Take the HOSE and the PICTURE PART from the compartment (L).
- Go to the Airstream.



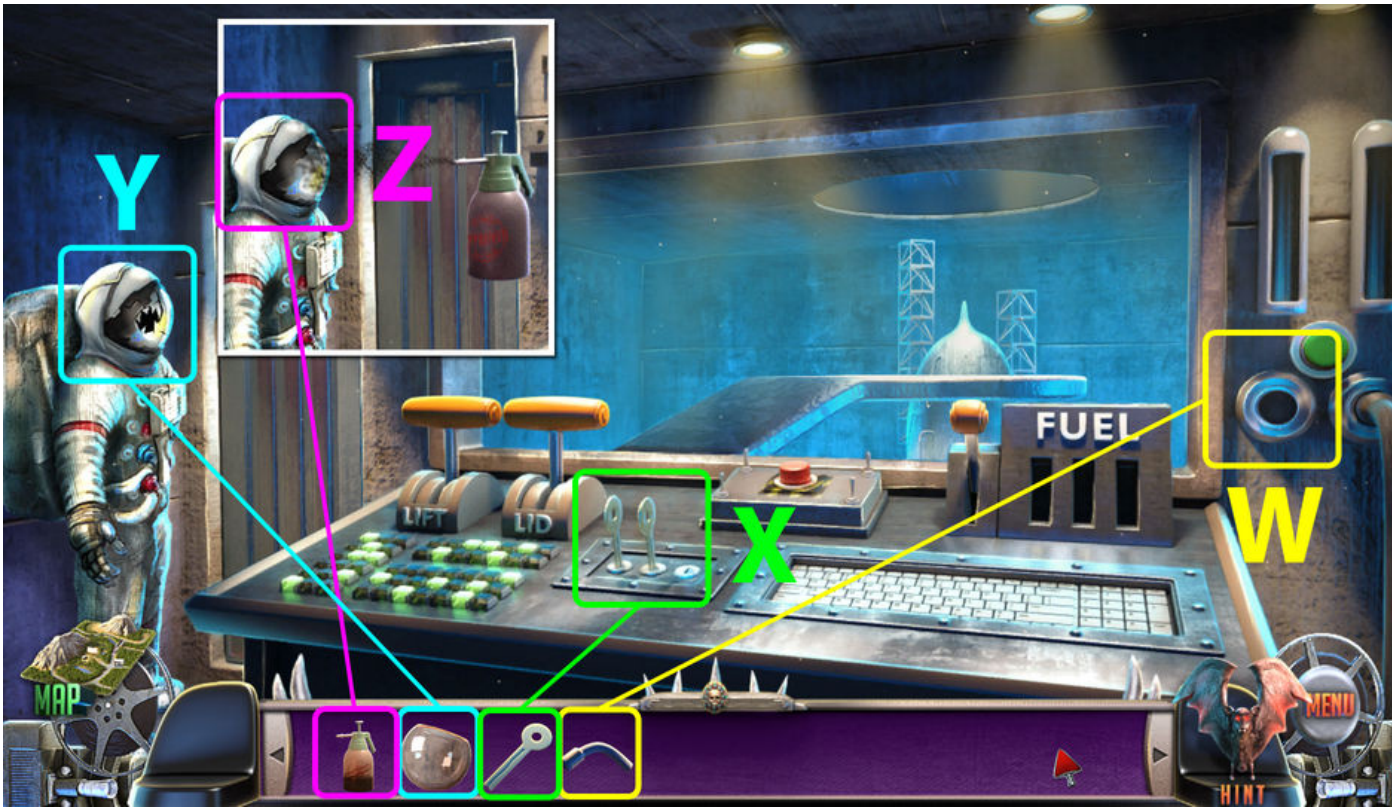
- Use the PICTURE PART on the FRIDGE LOCK to start the mini-puzzle (M).
- Solve the mini-puzzle (picture) to open the fridge (N).
- Take the SPRINKLER (O).
- Use the TONGS on the MEAT to receive the RANCID MEAT (P).
- Go to map, then to the Hatch. Go to Stairway, then Tunnel and then to the Control room.



- Use the SUNGLASSES on the ACID in the fridge (Q).
- Use the SPRINKLER on the MOLTEN GLASSES to receive SPRINKLER WITH UV LIQUID (R).
- Go to map, then to the Wailands house. Go to the Living room.

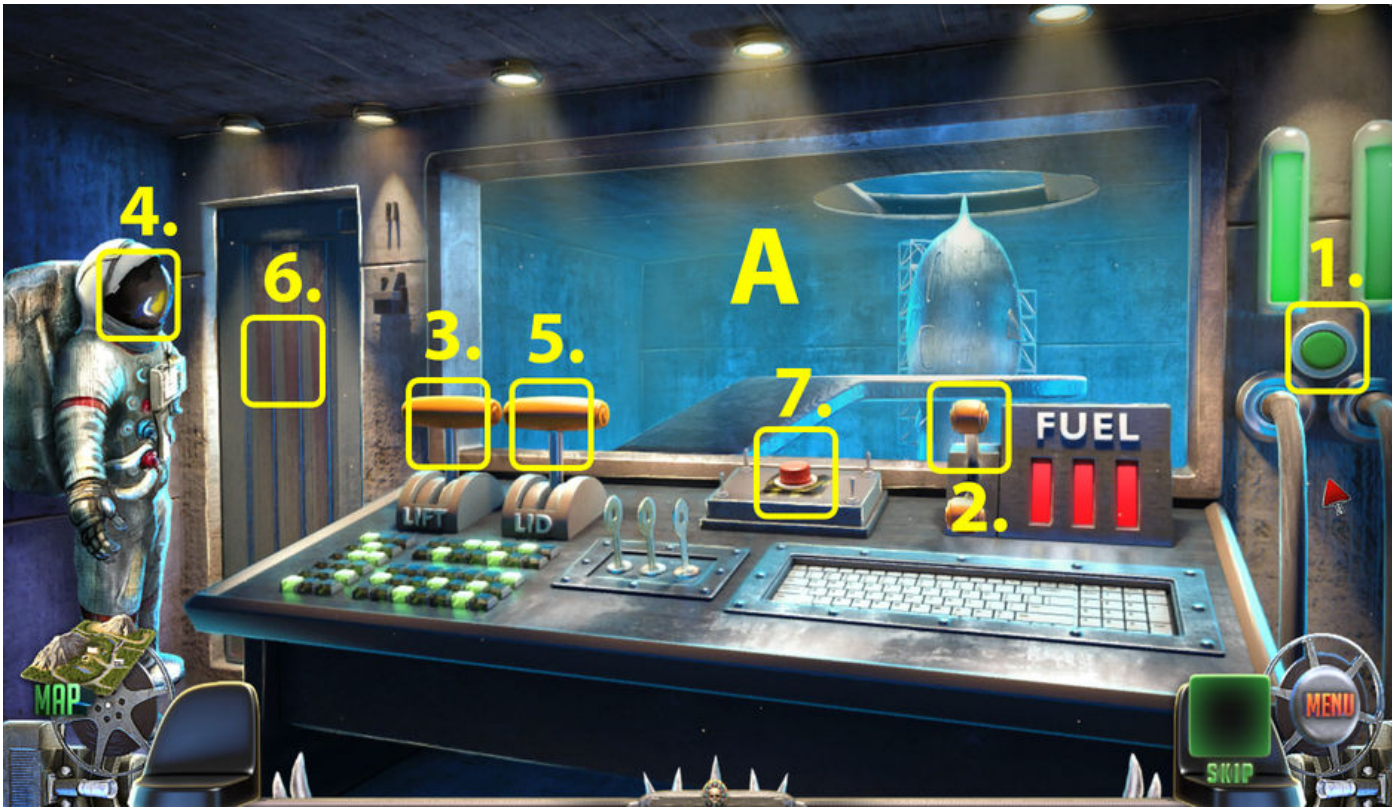


- Use the RANCID MEAT on the PIRANHAS to receive PIRANHA (S).
- Take the GLASS BOWL (T).
- Use the PIRANHA on the WOODEN DOOR (U).
- Enter the DAMAGED WALL and solve the TANGRAM mini-game to receive the LAUNCH KEY (V).
- Go back, then to the Gate, Bunker and Inside bunker.



- Use the HOSE on the DECOMPRESSION SECTION (W).

- Use the LAUNCH KEY on the LAUNCH PANEL (X).
- Use the GLASS BOWL on the SPACE SUIT (Y).
- Use the SPRINKLER WITH UV LIQUID on the GLASS BOWL (Z).
- The SPACE LAUNCH mini-game is activated.



- Solve the mini-game by clicking on the elements: DECOMPRESSION (1), FUEL(2), LIFT (3), SUIT (4), LID (5), DOOR (6), LAUNCH BUTTON (7). The rocket is launched (A).