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How to escape hello neighbour act two

In Hello Neighbor act 2, I now know an easier way to beat the act! But in order to do it you will have to do some stuff that I showed you on "Hello Neighbor Xbox One Act 2 Guide". Apparently the last time that I showed you some stuff that you can do (I think), opened the way to the trampoline (or you can say tramp). Yeah... whoops! That was my fault =(.

Here are the steps for getting to the trampoline: First you will be in a room with fake windows, and the doors are locked. So look through the keyhole for about at least 10-15 seconds. You will see a weird cardboard outline of a boy, and you will also hear a clicking sound as soon as you see the cardboard outline. This clicking sound means that the door is now open! So go out the door, and take off the vent, then go through it to the ladder. Now just climb up the ladder, and you will come out of the two basement doors in the backyard! The house is mostly the same but with many, many extensions! So first go to the left side of the house (if you are looking at it from the back), and you will see a pipe with a small red lever on it. Turn that lever! You will hear water moving around inside of the pipe. You are going to have to find two more pipes with levers on them! So now go into the neighbors house, and grab the wrench from the freezer. Why the freezer of all places! Now go to where the inside basement door is, and go to the pipe, and turn the lever on it. Now go back outside, and unscrew the gate to the backyard ladder. You won't need the wrench anymore so if you want you can get rid of it. Then go on to the roof part up the ladder, and go to the pipe at the very end of the roof part. Turn the lever! Now go to the left side of the house (looking from the back of the house), and go to the big machine that now has water gushing out of it (this is because of the levers that you turned on those pipes). Then take the wheel on the ground next to the machine. Then go up the backyard ladder, and go to the pipe that is close to the end of the roof, and you will see a part of the pipe that is red around a part that is sticking up. So place the wheel on the part of the pipe with the thing sticking up from it. Turn that wheel! Warning: you must take the wheel with you wherever you go. Now go back to the top of the ladder, and place two boxes or a big chair on the ground close to the ladder fence. Then go to the very end of the ladder fence, and you will see a pipe with the red around the part sticking up. Place, and turn that wheel! Now go to right (looking from the back) of the house, and break the window that inside is blocked off from the rest of the house. Go inside the window! Now go inside the door, and place, and turn the wheel on the pipe close to the machine. Then turn the lever on the machine from cold to hot (or maybe it's the opposite). Now go to the front of the house, and go up the ladder. Now go down off of the platform on to the roof (to the left of when you are coming up the ladder). Then place the wheel on the pipe on the roof. Now turn that wheel! Then go to the back into the door that is up the ladder, and go to the old flooded room. Then go to the door on the other side of the flooded room, and go down the ladder into the kids room. Then open the door with a chair on it, and go down the stairs. Now go close to the open stairs (which were closed on act 1), and place the wheel on the pipe close to the machine. Turn the wheel, and pull the big red lever! Then follow the wires connected to the machine to a nearby door. You will see a locked door and a key on a key hook. Unlock that door! Then you will notice that you are right where the front door is. Then go out the front door, and you will see that the gate to the tramp is now open! But there is no way into the tramp. So go up the front yard ladder onto the platform, and jump to the trampoline. Now you will bounce up so high that you can go over the fence! So just jump over the fence, and go towards your house then you will see a short clip! Now you are done with act 2! Pretty cool right? Anyway, that's it for today! Goodbye! *Supported Devices: Phone 6s, iPad 5 (2017), iPad Air 2, iPad Mini 4 and everything newer. iPod Touches are not supported*

Hello Neighbor is a stealth horror game about sneaking into your neighbor's house to figure out what horrible secrets he's hiding in the basement. You play against an advanced AI that learns from your every move. Really enjoying climbing through that backyard window? Expect a bear trap there. Sneaking through the front door? There'll be cameras there soon. Trying to escape? The Neighbor will find a shortcut and catch you. This build contains: major and minor bugfixes and improvements- fix for crash on devices with 2 GB RAM- UI and interaction scheme improvements- new interaction scheme tutorial

So when I first got this game it was so funny I was so scared to go in the neighbors house but I finally got that red key I was looking for. When I unlocked the basement It dated that I had to pay 30 dollars to play act 2 and act 3 and the act 4. I was so mad when this happened I went all that way to get here?! I missed dinner because I was trying to get into that room. I had 13 dollars with pocket change and I was mad when somebody told me that it costed 10 or 12 dollars to get in but I didn't believe them so when that happened I rushed to my piggy bank and pulled out my pocket change and it said 30 dollars I almost threw my phone on the tile in the kitchen. And when I bout the acts on my iPad I was happy but then I saw other lags @ the neighbor threw me to the sky and I lagged so hard it froze my iPad, then I was trying to get in the wrench in the act three in the little thing and I was stacking box after box and I realized that I could glitch my hand threw not like my cousins X box so I got upset and I got off the game and never played it again. So my theory is make the price less money not every one can afford 30 dollars to continue a game like what's the point of starting it and not being able to finish it then fix the lags it's super annoying:(baiiii It is fun to play every once in a while but the overall gameplay is not the best. For starters the mobile controls aren't the best so getting the game on pc or console would be better but the mobile controls aren't the worst either. Also the game doesn't make it too obvious on what you are supposed to do next so it is hard to figure out what you are supposed to do next. Also the basement sections of the game will almost have you pulling your hair out as the lighting is dim and it is kind of a maze in there so it is just annoying to have to navigate through it. Also the size of his house in act 3 is kind of ridiculous as half of the rooms in there don't have anything to do with getting to the basement. It would be one thing if there were some rooms like that in act one and even act 2 but not act three as it will delay progression a lot more. The rooms are kind of interesting but I could still do without so many of them.

Finally, you never understand the story that well even at the end of the game and the game is not a scary as it used to be. They also have more games in the Hello neighbor series such as Hello neighbor hide and seek which is a prequel to hello neighbor which has the same negative qualities as this game and secret neighbor which is an interesting online multiplayer social horror Hello neighbor game which is the only actually hello neighbor game in my opinion. I am giving this game 3 stars for it being OK but not the best. I was so exited when this game which I loved watching you tubers play was available on mobile and also for free. However upon learning the the full game had to be purchased separately and was very expensive I was disappointed. However I was still willing to give act one a try but was again disappointed with all the other issues with the game.Similar to what I have all ready read the controls could definitely use a lot of improvement as it is difficult the activate certain controls most commonly walking as you just get stuck sometimes and the joy stick would not react.The upon learning that the steal series controller work for the game I got really exited as it was much easier to control. However I was again disappointed when I found out that a lot of things were not fleshed out for example not being able to pick up items, open doors or as a matter a fact activate anything with the controller instead having to use the controls on the screen.While I noticed some other problems like some of the tap controls being very unresponsive the previous mentioned issues with the basic and necessary controls made me not want to continue playing.The controls and responsiveness of those controls need a big overhaul, as well as if there is support for the controller, make it full support. The developer, tinyBuild LLC, indicated that the app's privacy practices may include handling of data as described below. For more information, see the developer's privacy policy. The developer does not collect any data from this app. Privacy practices may vary, for example, based on the features you use or your age. Learn More App Support Privacy Policy in: Hello Neighbor, Versions, Act 2 View source The Sharkatron returns to the game. Previous Next Act 1 Act 3 Act 2 is part of the storyline in Hello Neighbor. Description Act 2 is the second longest act in the game. It has the first "Upgraded house" to be in the full game. Unlike act 1, the house is different in color, size, and a huge wall surrounds it. Story After being caught in the basement in Act 1, Mr. Peterson kidnaps Nicky Roth and locks him in the basement in another room. The events of Secret Neighbor happen when this happens. Nicky wakes up, and then a light from a window falls and Aaron Peterson unlocks the door. You can see him if you look through the keyhole. Nicky leaves the room and finds a vent and that leads to his escape. He climbs out of a trapdoor and is in Mr. Peterson's yard. The house is surrounded with tall walls, preventing Nicky from escaping easily. Nicky eventually finds a crowbar (Or a red key or opens trampoline), and removes some boards in the giant walls. He escapes the house and Mr. Peterson sees Nicky run away and starts to pursue him. Before he gets him, Aaron brakes a window and distracts Mr. Peterson. Nicky goes to his house and Mr. Peterson goes back in his house. Nicky becomes very scared of him and does not intrude anymore. He also tells the police about this. This is the cause of the story of Hello Neighbor 2. Changes There are some changes from Act 1. They are: A huge wooden wall with a barbed wire fence was added all around the lawn and house. The house now has a top part containing a loft, pool, and storage room. The red lock has a different design. Its design is the same as the blue lock. There is a shack on the side of the house with the red key. Some colors on the house are different. Most of the windows are boarded. One window up the ladder was removed. The other is boarded. The lift going to the Children Room was removed. A ladder is added to the children room to access the top part of his house. Instead of an archway into the corridors of his house, there is now a door. The Neighbor's car is damaged and the doors cannot be opened. Nicky's house has nothing in it but an ottoman. Objects in Act 2

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