

The house of da vinci solution

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Da Vinci House is a new must-try 3D puzzle adventure game. Your task is to solve mechanical puzzles, discover hidden objects, break out of rooms and immerse yourself in the authentic atmosphere of the Renaissance. Use all your wits to find out what is behind the disappearance of your master. Leonardo's workshop is full of puzzles, inventions, escape mechanisms and objects hidden in all corners of beautifully designed rooms. You will need to use all your brain cells to find out what is really going on. Many complex puzzles are inspired by real inventions and ideas of Leonardo da Vinci. Mysterious places were created on the basis of original works of art and the wonderful Florence, Italy of 1506. The game is fantastic and contains 8 chapters. If you're stuck in the game, then check out the video below for a step-by-step guide to the game from Chapter 1 to 8. House da Vinci Game Step-By-Guide Chapter 1 Street: House da Vinci Game Step-By Guide Chapter 2 Library: House da Vinci Game Step-By Guide Chapter 3 Workshop: House da Vinci Game Step-By Guide Chapter 4 Courtyard: House da Vinci Game Step-By Guide Chapter 5 Skel: House da Vinci Games Walkthrough Chapter 6 House of Vinci : You are da Vinci's most promising student. Your master, Leonardo, is gone. You have no idea where he went or what happened. So you begin your quest, the search for the truth. However, Leonardo's workshop is full of puzzles, inventions, escape mechanisms and objects hidden in all corners of beautifully designed rooms. You will need to use all your brain cells to find out what is really going on! We have applied our own imagination to the history of the world's greatest inventor, Leonardo da Vinci, providing players with unique special abilities throughout the gameplay. We let you warp back into the early days as a young apprentice, exploring the 16th century world around you, peering into leonardo mechanisms, puzzles and devices as you eventually become powerful enough to control your time and learn secrets hidden in the past. Many complex puzzles are inspired by real inventions and ideas of Leonardo da Vinci. Mysterious places were created on the basis of original works of art and the wonderful Florence, Italy of 1506. We recommend checking out one of the step-by-step videos. If you think there may be a technical problem, we suggest restarting the current chapter or reinstalling the game. Typically, download problems can be associated with the lack of space on the device or the speed and stability of the Internet. The game needs a lot of data to download. If the problem persists, we advise you to contact store support directly as we are not actually responsible for the download and payment process. You are welcome with your store's support group directly, as we usually can't issue a refund on our own. We believe that the story is not over yet. Please follow our social media channels for the latest information on upcoming releases. We'd love to get in touch with you. You can submit the contact form below. Da Vinci House 2018: Dick Leu Texts step-by-step guide and screenshots of Dick Leu. Lay-out and web design By Louis Coote Chapter One: Street When You Start the Game Don't Start a New Game right away.... The first thing you should do is click on the profile and then enter the name and click on the enter. If you don't make a profile first, then you can't start a new game. Once you've made a profile you can start a new game.... You play this game under the profile name you first had to do. The first part of the game is a tutorial. Scaling or moving forward is done by double-tapping the left button. Zoom in or out by pressing the right button. You will see a few white head arrows flying past, after 3 times the arrow remains on the soldier, this arrow is a mouse pointer. Double click on the soldier to zoom in. The soldier has a roll of paper in his hand. Click on the paper roll. The paper roll is now in your inventory, on the left side of the screen. You'll also see an X icon in the top right corner, and that X will lead you to the menu. The elements in this menu speak for themselves. If you've played Room games before, you'll find out, including in the top left button, the witch indicates that there are clues. There is also a call on the right side. With this lens you can see hidden things, often it's text, but also hidden mechanisms. Click on the letter in your inventory, which will now appear in the picture. Slip off the tape and read the letter. Click on the letter away, you're back on the soldier. Click to the right to zoom in. Then double tap the door to zoom in and then double tap the call with the mailbox underneath. You see the arrow rotating around the top of the bell, turn this part to the right with the LMK press (left mouse button). Now the ring appears under the bell. Turn the bottom ring to the left until you can turn it further, 2 hands rise. Pull the chain, the weight on the other side hits the bell. Now part of the key falls into the dish under the bell, picking up this part. This part is now in your inventory, you will also see a sign in the bottom right corner of the key. This means that something has to be added. Double tap the mailbox, zoom in on the button at the top of the mailbox. Pull the top to the right and you will find another part of the key. Click on the first part, it will now appear on the screen. Now drag the second part into the first part and slide them together and then twist them together. The tutorial shows this. You have to use the key somewhere, right click to zoom in. You'll see a slide under the edge of the mailbox, zoom in on it. Drag the key there and turn counterclockwise, the mailbox door will open. Pull this mailbox door open further, inside you will find a magic lens. Oculus Infinity, take this magic lens. Turn left and zoom in on the center of the door. The magic eye is now in the middle right, drag your eyes up to activate it. If you click on it, it becomes inactive again. Now you see a hidden mechanism in the door. Now you have to rotate 3 discs so that the holes in all 3 discs point to the center. The door then opens and pops open, and you'll see a movie that has an explosion in the tower. Then press the door and go inside, go to the door at the top of the stairs. Chapter Two: Library There is a lamp in the middle of the room. There's another letter on this lamp. Zoom in 2x and slide the seal, it's now in your inventory. Then read the letter, there is talk of a hidden passage and another invention. Then click on the seal, it comes in the middle of the screen. You can see that you can rotate the middle drive, put 2 dots together and 3 spokes pop out. Zoom in and turn left and zoom in on the bust, zoom in on the window below. Slide the plate in the middle to the side, there you will find a hole for sealing. Drag the print there and then turn it around, you automatically zoom in on the bust. Click on both eyes and the helmet will pop open. Pull the helmet all the way back and you automatically zoom in on the inside. It's a twist and slide puzzle. You have to put large colored stones between stones of the same color. The puzzle is solved, then you automatically zoom in on the front of the box. Now in place of the seal there is a handle, pull it forward, in the box you will find a magic glove. You can see you're wearing a glove. Zoom in and then zoom in on the other half of the helmet. Lift up your magic lens. You see the hidden mechanism again, slide the left gear down and turn it clockwise. Slide the right proquette down and turn it counterclockwise, you will see a wooden rose in the space below it. Grab the rose, you see that you still need something with the rose. In the same space you will also find a curved piece of wire as well as take this one. Zoom in and zoom the bottom of the tower under the box. Then pull the magic lens up and you will see the cross at the bottom of the tower. Increase 2x on this cross and slide that piece to the left, you'll see a slot there. Drag a piece of wire into the slot, turn it left. Then you can pull the box just above the slot. In the drawer you will find a piece of ornament. Take this ornament piece and zoom in. Then zoom in on the left corner of the box. Then drag the ornament to it and slide the 3 pieces together. When this one piece, the hatch opens above it, you see the wooden rose. Turn the roller around and find the bronze screw, take it. Then click on the wooden rose, and then screw into the hole at the back of the rose. Now it's over. Increase the scale and to the lamp in the middle. Increase the scale of the panel over the letter. Drag the rose into the hole at the bottom and 4 panels open. Now you have to push the roses up, every time you make it tiles turn around. On the first panel you go up, the next you have to go down again. Then again and again on the last panel. It's not that hard..... You can also use a magic lens to see the path you should follow. When you are at the bottom of the fourth panel, the rose opens and there you will find the key. Take this key and..... The lamp now sinks for the most part in the floor. You can search for book cases..... You'll find 3 books with the names of Kick starter quarterbacks. You will also find drawing the press, it is an achievement and not necessarily for the game. Turn to the box and zoom (3x) on top of the tower and you'll find a keyhole. Drag the key there and turn it counterclockwise, the top opens. Take out the ornament, press it in the inventory, and then pull the handle up. The square bottom is now octagonal, fully enlarged and turned to the lamp. Increase the scale of the top of the lamp, where the octagonal ornament fits. Drag it there and turn clockwise until you can go on. A beam of light falls on the lens/mirror 1, hence on Mirror 2. Turn the mirror 2 so that the beam of light will pass the mirror 3 and further into the mirror 6. Turn mirror 6 so that the light beam turns to mirror 4 through mirror 5. Turn mirror 4, the beam of light must now go to mirror 7. The ray of light continues to reflect 8. Turn the mirror 8 so that the light falls on the lens, the top closes and the light beam goes into the bookcase. Increase the scale of the bookcase and zoom in on the right of the book with a yellow cover. The book will be in your inventory. Click on the book, it's now in the middle of the screen. Turn the book with the spine forward. Then pull the 2 ends down and then the middle part, there you will find the button. Click on the button and the book opens, read the letter and then pick up Ocui Tempus. It's a time lens with which you can look back in time. Turn the corner to the right of the bust, pull the lens down. You will see white drops on the floor, click on them. Now you will see the figure you have to draw it with you with your LMK click. Then the time bar appears at the bottom of the lens, slide the button to the right and see what happens. You see a shadow going against the wall and press the panel. Zoom in on the panel and click on it. The bookcase slides a little back. Click a piece of bookcase further back and you'll find the corridor: Chapter 3: Workshop Before You on the Table Catapult Tower, there's a lot to see and much to do. Read the letter that is on the table. Increase the two soldiers from above, turn the soldiers over. If they both look back, a third soldier comes up. This soldier has a wheel in his hand, sit behind this wheel. Then this soldier Sinks. Sinks. At the top of that you can see 2 more wheels, rotate 1 of 2 wheels around before 1 flag rises. Turn until you can't continue. Do the same with the other wheel until you can go any further. Now you have 2 flags and you automatically turn to the left side of the catapult. The hatch opens and the axis is pushed out, as well as a thin shaft is pushed forward. Zoom on the tip of the thin shaft and drag the wheel from the inventory to that point. Turn the wheel to the left to put the voltage on the catapult, the stone rolls towards the end of the hand. Luke opens in the bottom right corner, pull the ring to open it further. In the hole there is a metal part on the left, take this. On the right you see the trigger, pull it and the fireball is shot. This ball lights up with a lamp, you have a view of the globe. You are at the table with the catapult again, zoom in on this globe. Then zoom in (2x) on top of this globe. Now you have to twist the top button and ring underneath so that the patterns fit into the drive below. First, rotate the ring so that the surfaces are connected, then the top button. If they are in the right position, the disc pops up, pull it completely open. Inside you will find a metallic sun, capture this sun. You see that this sun needs something else. Click on the sun and turn it around, from behind you see 2 slots. Now drag the metal part that is in your inventory to the sun. Now slide the two pieces together and rotate the metal part so that it gets stuck in the sun. Zoom in, and then zoom in on a circular disc in the middle of the globe. Slide 2 halves of the lid to the side, below you will find 3 discs. You have to rotate these discs so that they form a kind of keyhole. First the smallest disc has to be a kind of T. Then twist the other 2 discs until they match with T. Now drag the sun here, it is placed in the keyhole. Now turn the sun around until you can go on. The outer shell of the globe is now free, move both halves to the side. Also two smaller rings have now e-carved. Zoom in and you'll see table at globe, zoom in on a roll of paper on table by globe. Read the roll of paper, there is a mechanical toy hidden in the globe. Zoom in and zoom on the piece of paper on the left side of the table. Pull down your time lens, you will see another figure that you have to copy. Then you find the slider again, slide it to the left. The paper is unfolding. Here you see 4 names, write down these names, as well as the place where they are on the globe. Zoom in, look at the inkwell on the left. Now pull the inkwell to the left and on the disc under it, the plate will slide to the left. Then zoom in and out of the slot before you see the button, slide it to the right. The plate now slides on the right side Now you're zoomed in on the drive. Now draw 4 quarters of the disk in the corners, now you will see 8-point stars. Now increase 2x, and then zoom in on the foot of the table, slide the panel up. Take The Take strange key out. Press the key, at the top of the slightly disc horizontally. Place this small disc vertically and at the bottom of the key the small plate will be placed horizontally. Press the key to the inventory and zoom in. Then zoom in on the globe, zoom in on the left ring. Now pull the magic lens up and you will see 5 scrolls with letters, these roles can turn around. You remember the names on this paper and their place, if you did the drawing, then you know it has to be a TERRA. Fill this on rollers and a small ring turns away also twists the middle ring of the globe. A small ring is now higher on the right side. Zoom in on this ring right above, it's now closed, but on the right you see a button that you have to push up. The ring is now open, pull the magic lens up and you will see another mechanism. If you look at your drawing you will see that you have to fill out SIDUS here. The clamps are released and a small ring turns away, the top of the globe also spins. Zoom in the bottom left corner, it's also closed, but there's a button on the ring. Slide the handle to the other side, and the ring is now open, pull the magic lens back up. You have to fill the LAPIS here, the ring moves and part of the globe is twisted. Increase the scale of the ring in the bottom right corner, this one is also closed. There is no button in the ring, but one in the bar on the right next to it. Slide the button off to it. Slide the button off on the ring. Slide the button to the other side, pull the magic lens again. Here you have to fill the IGNIS, the ring has disappeared and the bottom of the globe is twisted. Now you see a zigzag chute on the globe, enlarge at the beginning of the gutter. Drag the key to your inventory at the beginning of the gutter, turn the key. Now it descends through the gutter, after which the globe opens. Pull the globe completely open. Increase the scale of the playing field, you will see a map of Europe with 7 towers. First look at the board with the text, it shows that intention. You start in Sardinia and you have to conquer the rest of Europe, you can only move the towers through the slots. You always have to attack this country with the least soldiers. You can also use the conquered countries to attack other countries. The sequence of attacks and conquests becomes: Sardinia: 14, 29, 32, 19, 38 and 77. When the first round is over, 6 sunken towers become visible, from the 7th hole there is a metal button. Take this button and increase 2x, zoom in on table by globe. Increase the scale of the star. Drag the metal button to the center of the star, now twisting this button a bit. Then you have 8 short beams on your star, slide those rays. The middle part now rises, increases the button and clicks on it. You'll find another tower there. Take the tower and click on it to your inventory. Then zoom in a few times until you see the globe again. Zuma zuma on the globe and further along the playing field, now place the tower on a metal button. Now 6 other towers also come up and you see a board with the text turning, go and read the text. Second round: 20, 28, 30, 47 and 58. There are now 8 more towers coming up and the board with the text has changed again. Go read the text and then see what the fewest number of soldiers you can attack. It's not always the lowest number, but you can't reach that lower from the red area. The third round becomes: 100, 123, 46, 143, 34, 300, 55, 351, 512 and 790. The tower in Africa then slides to the side and the hard ring now comes up. Slide the handle to the other side and the ring open, then pull up the magic lens. Now you see 3 round discs and a shield. The first turn is an average of 90 degrees, left 45 degrees clockwise and the right 45 degrees counterclockwise. The globe is closing, you're done with it. Zoom in and zoom in. Turn the shield there, on the other side there is room for another shield. Increase the scale of the slot that you see there, and drag the shield to it, pull the shield down. The back opens, pull both halves open further. On the right side is a key, in the middle hangs a handle for 2 sliders. Take the key and then slide the top side down and then the bottom slide to the right. Take the handle and then look at the wheel on the left over 2 wheels, zoom in on it. Inside you will find a blue crystal, slide the crystal to the right. Scale up and go to the front. Zoom in on the right of the catapult. Drag the blue crystal into the box at the bottom of the circle, the left clip opens. Now there is an intention that the stack of disks on the left will be moved to the middle. It's not that hard, but it takes more than 30 steps. LM means that the drive from the left window to the middle of the box here is the solution for this puzzle: When it is done, the circle turns and you will find a hole for the handle. Drag the handle to it, the tower that stood on the right side of the table slides through the slot to the circle with the handle. The tower opens and you see 2 bulbs on top of each other, it's a sighting mechanism for the catapult. Then pull the magic lens up and then turn the handle. You can see that there's a pattern on both globes. Turn the handle until the two drawings are above each other and form one whole. Well, the catapult is well focused. Increase the scale. Now increase the time on the turning wheel on the left side of the slingshot, turn the wheel counterclockwise to put the voltage on the slingshot. Tap the trigger on the right and the catapult shoots the fireball again. It falls into the pit of fire, which stands next to something that is hidden under and behind the curtain. Go there by clicking on it twice and then pull the cord. Curtain slides and you'll find a slender tower there. Increase the scale at the bottom of the tower and there you will find a tetraedre, take it. Zoom in, and then on the spire, you'll see a triangular hole. Drag the tetraedre to it that part of the spire will open. Pull this part completely open, the statue slides down and you will find the puzzle almost at the bottom. You need something else to solve this problem, increase. Then zoom in on the piece that hangs and remove the disc from it, it has 2 holes. Then go back to the puzzle below, drag the drive here. You have to put the blocks in the right place. Slide I to the left, II down to the groove, then third to left vs. I. Turn the disc so that the other groove is at the top, now IV left and down in the groove. Move III and I to the right and in place, place IV up and left. Turn the disc, II up, and then left in place. All 4 blocks disappeared and the puzzle was solved. The panel with the disk opens and you find the cube there, take it. Increase the scale of -2x- and then zoom in on the spire, go to the panel to the right of the open compartment. Here you will find a hole where the cube fits. Drag the cube into the hole that comes from the spire Pull this section down, another statue will slide down. On the panel below, the rose opens and there you will find a click. Further down the panel goes up, you see a similar puzzle as the first. Zoom in and then zoom in with the button. The hatch opens and there is another disk with one groove. Increase it and take the drive and then zoom in on the puzzle below. Drag the drive to it and then slide IV and then I and then slide III into place. Then turn the disk to the right and slide I and in place. Turn the disk to the other side and slide the II, then turn the disc up. Slide II and right, turn the drive to the left again and place the IV in its place. The cylinder now comes out, from above you see the valve and 2 locks. Zoom in on the valve and open the locks, slide the flap backwards. Take out the object, click it. You zoom in and the cylinder slides back in. You automatically turn to the front of the tower again. Click in your inventory on the object, then turn the ends inside, and now you have the sphere zoom on the spire of the tower and go left, there is a round hole. Drag the sphere to it, part of the spire opens again. Pull it open further, but it doesn't go down to the bottom, the statue goes halfway. Increase the scale of the statue and rotate the statue, pull the panel completely open. Inside you will find the drive, zoom in and turn half the circle to the side. Then click on the drive, it also has 1 groove. Click off the drive and the panel closes. The statue falls further down and there is another puzzle. Drag the drive into the puzzle. III on the left of the disk, turn on and slide III up and right. Turn right again and slide up the drive, turn up. Slide the IV up and to the right. Turn the drive to the right again, second in and up. Above you is the first slide III and IV down. Now slide II and right and down, drag me to the right in place. Turn the disk and insert an IV, turn the disc and place the IV to the left. Turn the groove clockwise again and II in it, turn on and put the II in its place. Finally pick up III and put it in its place. There's another cylinder coming out. Zoom in, you'll see a metal plate and a couple of wooden slides on the right. Slide this 2 back, now you can slide the metal plate to the right. Inside you will find a strange object, take this and push it away to your inventory. You automatically scale again. Click on the object and you will see that there are 2 holes in it, if you look closely you will see a slider in both. Put the sliders on the other side, the two dots are now free, and now you turn them inside. Now you have a dodecahedron, a landfill. Click on this far to get your inventory and see where it should go. Increase the scale and return to the spire, go to the left side. He has to go there, but there are bars for that. Zoom up again and zoom in on the bottom of the tower, go to the left side. In the middle of the back on the left you see a

rectangular button. Increase it and press the button, the rose under it will open. Turn the handle you see around until the two arrows point at each other, you will see the bars disappear. Zoom up again (2x) and then zoom in again on the spire. Go left in the 6 corner hole and drag the dodekhydr to it. The panel will be released, pull it down. The statue slides down and the panel slides open. Zoom in on the panel and turn the corners in the right position. Thus, the rectangle is no longer blocked. Increase 1x and then go to the other side of the tower, there you will find a box. Increase the scale and pull the box open, in the drawer you will find the key. Take that key. Zoom in and you'll see a cross-shaped button over the box. Increase it and drag the key to it, turn the key counterclockwise. If the nut and the key are off, you can open the panel. There you will find a strange object again. Grab it and view it in your inventory. On the wooden colored part there are arrows, turn these parts until the surfaces have 1 color. 1 green plane and 1 golden plane. Now you can push the dots inside, then you have an octahedron-8 plane. Increase the scale and return to the spire, go to the right. There's room for octahedron. Drag it there, pull the panel down. Automatically you go to the front, at the bottom. There goes a plateau down and off, on there is a metal ram head and gear. Take both objects and zoom all the way back to the catapult and then zoom in on the slingshot. Then turn to the back, where you find the key and handle. Click on the ram's head and look at him, you see that he has a screw on Click on the ram's head to your inventory, inventory, increase on the wooden trunk at the bottom. Drag the ram's head towards him and turn your head on the barrel. Keep working and the spin goes up, you'll find a round button there. Take this button and press it on your inventory, the back of the catapult will close. Zoom in and zoom in on the tower from behind, zoom in on the spire that's left. There is a hole and drag this button to it, turn the handle. The spire disappears and the castle/church rises from below. Zoom in on the church, drag the time lens down, and you have to draw the figure again. You'll see the timeline, now move the button. You can see that the two front towers can rotate, if both towers are in a certain position, you can move the roof. Click on the lens and then zoom in on the round drive under the church. Turn on this drive and you'll find a key that was hidden in this drive. Take the key and zoom in and then zoom in on the church tower, where you will see the keyhole. Drag the key there and turn the key, 2 front towers get out. Now they can turn around. Pull down your time lens and draw the figure again. Then move the handle until you see that the roof is moving, leave the lens time. Now rotate the two towers until they match the towers in the time window. When they are well positioned, the rear 2 towers also slip out and the roof comes out a bit. Now pull the roof all the way forward and it leans down. Increase the top, you will see the keyhole, and behind it a slot with a button. Zoom in and move this button to the left, the point of the tower to the left opens. Tap down the rod you see there, you automatically go to the tower on the other side. The side of the back of the tower opens, zoom in on the hole and turn the object 90 degrees. Take it and it's a pocket knife, look at the knife in your inventory and open the knife. Get out of your inventory, zoom in, and go to the other side of the church. There you see a knot hanging in a rope, zoom in on it. The knife is then on the knot, you have to move the knife back and forth and you cut the knot. Now pull the rest of the knot out of your eye and then pull the side up. You see a few gears, now drag the gear out of your inventory here. The mechanism will turn and you will automatically go to the front you look at the roof, it will open. There you see the cylinder, it is divided into 3 discs, and they rotate independently of each other. You see a hole in each disk, these 3 holes together form the shape of an object. This object is in the cylinder, now you have to click on the discs to stop it. However, there is a problem, the drives remain stationary for a while and then rotate again. I can't give you a solution, you just have to try it. You have to click on the drive if the hole is on the front, and then quickly click on the other drives if the hole is located front panel. And then hope that the other holes are also in the front before the first drive starts Once again. It's not that hard, you have to evaluate when the discovery comes on which drive. And then I hope that the first will not turn again. If you manage to take the object, it is the handle with the pigeon. Then zoom in and then drag the handle into the hole you see at the top of the church tower. Turn the handle clockwise and the top rises 6-corner column. Zoom in and see the column in the inventory. Turn the golden bottom to the right and continue to turn, the column slips out. Continue until you have a 3-layer column, on one side of the top you will see the button. Slide this button up, you have a 6-sided weight with an eye on top. Zoom up completely, you're next to the slingshot and then look at the arches of the arc at the back right. Increase the scale of the second vault, there is a wooden wall. Then zoom in on the stone pillar to the right of the wall, where you'll see a narrow elongated hole. Increase it and then drag the weight to it, the wall slides open. You will find a wooden closet with 2 curtains. Lift the magic lens. Then you see that there is something left in the vault and then go through the curtains in the closet. Just leave the magic lens on, you will see a number of objects light up inside. Turn a little to the left and you will see just a little metal behind the dial, grab this object. It's a catapult sighting device. Zoom up to the catapult and zoom in on the slingshot, with a groove on the right side. Drag this metal object into the bracket, now you have a slingshot with a visor. The tower to the right of the catapult closes and slides backwards. If all is well you are still looking through the magic lens if you don't pull the lens up. In the vault you can see the sign that you have to hit the catapult. Increase the scale of the handle to the right of the catapult and aim to catapult to this place. Turn on the handle and then zoom in on the visor to see if you're aiming is correct. The handle on the screenshot is in the right place, the catapult is well directed. Now you have to switch between the handle and the visor several times and adjust the direction with the handle. If you are well geared, zoom in, then zoom in on the wheel on the left side of the slingshot. Turn the wheel counterclockwise to the pull of the catapult. Then go for the trigger and shoot the fireball if you are well directed fireball flies into the fire pit. Now the area behind the closet is lit, zoom back into the closet and enter it. You see a row of statues there, a pedestal for the arch with a button over it that you can slide up and down. But how to turn the handle up or down and rotate the rotating handles to adjust the statues. I can't give you a solution, you have to play with buttons and rotating handles. If they are in the right position, the door will open, you will see a group of statues. A group of statues glides apart, Now you're standing in front of a pedestal. Scale up there's another letter. Read the letter. Then draw the time lens down and draw a figure, move the handle. You see a drawing of a Vitruvian man made by da Vinci. Turn the discs until the picture is correct and vertical. Then the hatch opens in front of the pedestal, there is a cup. This is fixed, you have to twist the rings to be able to slide the protective coating away. If the rings are right, you can slide the two halves away and then slide the cup to the left. The plinth separates and the wall in the arch disappears, you see the spiral staircase down. You have to make some light, zoom in on the top of the torch. Slide a small button to the side and a block of metal falls on the flint, the torch is currently burning. Double click on the bottom of the torch, you will suddenly hear something fall. There is apparently something or someone around. You take the torch and you go down the stairs, now you enter: Chapter 4: Yard 2018: Passage of Dick Leu Text and screenshots of Dick Leeu. Lay-out and web design by Louis Coote the house of da vinci solution globe. the house of da vinci solutions chapter 2. the house of da vinci solution chapitre 8. the house of da vinci solution chapitre 5. jeu the house of da vinci solution. the house of da vinci 2 solution. the house of da vinci 2 solution chapter 4. the house of da vinci 2 solution chapitre 5

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