

Back to the future the game walkthrough

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Adventure game DB I just got Back to the Future: Game because of all the hype I've heard about it. The episode approach is good, but leaves a feeling of being accurate. From the beginning to the end of the first episode, if you waltz through it without looking at all the hooks and skull games, it takes about 90 minutes. The next walk through is one of the possible results of this point and click game. The kind of game that I haven't played since the good old days of Interplay and those Star Trek games, but I digressed. Without further ado, here's step by step. Back to the Future: Game -- Episode 1. Once the new game is up and running, you are presented with a cinematic view of a very familiar scene from the first BTF movie. For the middle of the scene you are presented with three options: 1. You broke up Einstein! 2. Where's the car?! 3. What the hell! Choose the first option to make the scene go through its pace. If you choose any of the other options the next conversation will not change, so the first option makes more sense storywise. As the scene progresses, you'll have three more options: 1. What do you say? 2. Have you built a time machine from DeLorean? 3. Did you put your dog in a time machine? Choose the second option. It makes more sense with the next conversation. Either the other two don't affect him. At this point, Doc and Marty realize that something went wrong, and Doc asks you to pick up his notebook in a toolbox on the van. Just walk to the van and click on the picked box to get the laptop. Once again you have three options: 1. It's not like it happened... 2. It sounds familiar... 3. We have to get out of here ... Either option is in order, and the scene ends with Doc stating that he has made a terrible fog and begins to disappear. At this point Marty wakes up screaming Doc's name and he pushed his mom, in another all-familiar dialogue, when you find that the city are selling out Doc's stuff to build a garage. The cinematic opening of the title and credits, showing the interior of the house Doc. amazing. Here you can explore every piece of the corner and crack to the contents of your heart, but to progress through the game, check out the model courthouse that Doc built in 1955. Biff's going to take it away from Marty, and you can argue with him about it, but it really doesn't make sense. When you return to the first room, you'll see that Gittar Marty is being sold along with the rest of Doc's things. Don't let that happen. Biff won't let you have a courthouse, and if you remember the movie, this giant amplifier packs a hell of a punch. Don't forget to turn up the volume. When you use the gitar on the amplifier, Biff will take away your gitar, but he'll talk to my Marty's father. You must remember Marty's father that he can fight his own battles. After Marty's father is out of the way, try plaing the gitar again. Biff will turn the volume even further and be knocked over by the explosion. Use time to get a notepad from the courthouse. When you take a laptop Doc a familiar sound is heard from the outside. Come up and open DeLorean's door to find Einstein, Marty's old tape recorder and one shoe. When you hear the recording, you will learn that Doc is in trouble (What else is new?) and that he is asking for your help. However the timing is faulty, and Marty has no idea when Doc. Remember that dogs have a great sense of smell and present Einstein's shoes, and he will take you to a woman with a familiar surname: Edna Strickland. Being Miss Personality herself, Edna tells you to scramble. Tell her you have something to show, and when Marty shows her the shoe, she'll let you in. As soon as Marty enters Edna's apartment, she will insist to give him tea, however, she forgets to turn on the fire to heat the water. Talk to Edna about her shoes and follow the conversation until she tells you about a speakeasy, illegal alcohol joint that used to be in the same place that is now a video store. Looking through Edna's binoculars, you will see that the building was restored in February 1932. Now you just need to know when the building was set on fire. This neat pile of newspapers seems to have an answer, but Edna won't let you touch it. It would be nice if she wasn't in the room. So, use the radiator next to it, it will generate sound like a kettle shred and Edna will go to the kitchen to look after the kettle. At this time, take a look at the newspaper's conclusion that a drifter named Carl Sagan was killed by a mob in June 14 June 1931. Time to save good old Doc Brown, but not before you lie about what you're doing to Marty's father. Whichever option works here and doesn't affect the story, but prefer to tell him that Marty got a role in the school play. Kick the date on the keyboard and DeLorean takes you to 1931. Cinematic is another bliss, featuring all the effects we expect from the BTF game. Arriving in 1931, you were approached by a good reporter, from the Hill Valley Herald, to enter about the speakeasy fire. Tell her you're a supporter and that you're going to root out her for the guys who did it. When you're asked, tell Harry Callahan. I'll talk to Edna, go to the window of the police station where you'll find Dok Brown behind bars. Talk to him about what you know about his future. Seeing a bleak future ahead, Doc will need Marty's help to come up with a plan to get him out of prison. He's starting to tell him you can go back in time. Keep an eye on the conversation and he'll tell you to call his old house in the local soup kitchen. Go to Soup Kitchen and call Brown's residence, where you'll find out that young Doc works as a clerk in the courthouse. Notice the cinematic Arthur McFly, Marty's grandfather, being rude to his gangster boss, Kid Tennen. He seems to work in the family. Go to the courthouse and try to convince the young Emmett Brown to create a missile drill. It won't be easy, and he won't give you time of day. Any conversation you have with him will end up in nothing, but make sure to talk about everything. Then let go of the conversation and pay attention to his muttering while he walks. There's something familiar about it. Use the tape recorder to try some of his mutterings and take him to the old Doc at the police station. After receiving an answer from old Dock, go back to Emmett and give him an answer to his problem. Follow the conversation and he will tell you that he must deliver the subponsum to be able to leave work at the beginning of time to build a drill and that he needs alcohol for fuel. Well, by now you had to realize that Soup Kitchen is the front for booze from Kid Tennen. So there you will find the alcohol that Emmett needs. When you enter again in Soup Kitchen, Emmett will follow you. Cinematic shows the delivery of soup and some special soup. Notice how the special soup is delivered to the basement below. Go to the end of the kitchen and try to open the door. It's stuck because of the propped up tables, you'll need Emmett's help to keep the door open. While Emmett is busy trying to keep the door open, walking to the front door. When you hear Emmett screaming Eureka, ask the chef, Cue Ball, for some soup and give some advice on the ingredients. While the cook is busy with the soup, knock on the pipe to make the rack fall and barrels to roll at the other end of the table. As barrels stop Edna will go into establishment (if you can call you that) and grab a barrel of soup for delivery. Follow her outside Soup Kitchen and talk to her. While you talk to her you will find out that Edna is the founder of the Stay Sober Society and that they have no place to meet after Kid Tennen took over Soup Kitchen. As it happens, you know a good place for SSS to meet: Brown's Residence. Emmett will go ballistic, but you can convince him by pro-menting that the memebers of society are sober and will be quiet enough. Now, to serve as a sub-face for Arthur, you need to talk to Kid Tennen, because he's the only one who knows where Arthur is. As soon as you approach him, invite him to shine his shoes and talk to him about Arthur's hat, currently serving as a peanut bowl for Tennen. Remember the oldest trick in the book: What the hell is this?! Take your hat and get on the road. Remember that dogs are good trackers. After a good deja vu, talk to Arthur to convince him to come down. As with Emmett at the beginning of the game, he won't wither until he hears from his boss. So, go back to the center of the city and face the kid Tennen, put his voice in and put Einstein on him. Go back to safety and play Tennen Arthur's voice, forcing him down. At this point, serve him with a sub-face. This forces him to go to the courthouse and Emmett and Marty to build a missile drill. Emmett's father is not happy about the dollar drunks partying on the lawn, so he his son for a good conversation and it's up to you you fuel for the rocket. Notice emmett's words enfaszing, it tells you what and in what sequence to use levers and pulleys on the lab. After refueling Marty, it's time to tell little Emmett the truth about him, or any of it. After the exercises are ready, head back to the police station to arrest Doc. For a while during the rescue operation, the drill explodes into small pieces, Edna arrives and tells Marty that they move Doc to a safer place. Take the rest of Edna's rocket and biceps to run after the police van. Un topic: On the way to save Doc, the gas station is shown. 17, per gallon. Good times... As you catch up with the runaway van, the biceps gets stuck on the van and you will be able to grab hold of the moving car. Go straight to the toolbox, getting an iron for the tires, and at the top of the radio van. On the left side of the van, use the tire iron and remove the spare, getting a cap in the process, from your way to get to the driver's window. What a surprise seeing Kid tennen behind the wheel of a van. Try using the antenna to get the keys, only to realize that they are too far away. Tell Dok that you need to get distracted, and he'll gladly give it to you. Use the antenna to finally get the keys out of the driver's cab, and use them to open the locked doors. Tennen's going to start shooting at you. Time for a frisbee lesson: throw a cap at him, forcing him to drop the gun. Take the gun and shoot the chains holding Doc, and tell him to hit the throttle. After finally rescuing Doc, all that was left to get Einstein and head back to 1986 ... Viel, it would be so if it weren't for one little little problem: Marty disappears. ... TO BE CONTINUED (ON Episode 2) 2) back to the future the game walkthrough episode 2. back to the future the game walkthrough episode 4. back to the future the game walkthrough episode 1. back to the future the game walkthrough episode 3. back to the future the game walkthrough episode 5. back to the future the game walkthrough part 1. back to the future the game full walkthrough. back to the future the game outtime walkthrough

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