

I'm not a bot

































When you got all 5 items, proceed to the checkout. Go to the exit door, and you'll gain the first superpower. You'll get the invisible crouch, which you used in the supermarket. Go to the roof, and go to the box that's hanging from the neighbor's house. Unlock the red padlock. You'll go to the second minigame. It's hard to explain, but you'll gain double jump afterwards. Grab a box, and double jump over the plants. Open the power box below you, and put the box inside. Go to the secret room that's barricaded with boxes. It's in the train station next to the elevator. Grab the green key, and open the green padlock. You'll go into the last minigame. Hide in the lockers to hide from the mannequins. The glowing mannequin is the teacher. It moves around while the students are at their desks. I know, it's tricky, but you'll get the hang of it. Magnetize the crowbar, and put it under a sink or a bathtub. Run the water. It'll cool down. Use the crowbar to break the boards on the basement door. Get a bucket, and fill it with water. Put it over the neighbor's stove, and turn it on. The bucket will get hot. Open the freezer, and splash the water all over the ice block. Do it a second time to melt the ice. Grab the keycard, and go in the basement. It looks just like the basement from act 1, right? Do the same things, and go through the crack in the wall. It's in the room where you had to go through the open window. Go to the area where there's a pile of objects, and use the invisible crouch. The shadow will walk past you. Grab the chair, break through the brick wall, like you did in act 1. Put the chair down far away from the metal fence, and double jump over the fence. Open the exit door, and keep pressing the space bar, and run down the hallway, where you were getting chased by the neighbor in act 1. The door doesn't have any locks on it, so open it, taking you to the act finale, or if you prefer calling it act 4. Act Finale Look through the window, and let the giant neighbor smash the building. Just like beta 3. Double jump on the platforms, and press the red button, like you did in act 3 while turning on the train. Throw a box at the giant light switch. It opens the toaster. Jump on the flashlight and radio, and double jump into the toaster, like you did in the double jump minigame in act 3. Leap on the platform, and flip the light switch. Go to the smaller platform, and jump on the lift. Break the window, and flip the light switch. Quickly grab an umbrella, and float to the red house that the train smashed. Grab a candle, and light the firework and crossbow. Roll a baseball into the giant apple shooter, and jump into the toaster once more. Float into the house on the giant neighbor's back, and open the door. Find the exit in the missing poster room. Wait for the game to load, and you'll find the player from act 1. He will walk to the window, and panic as he sees the giant shadow. Find the young player's movement pattern, or watch a youtube video about it. When you complete it, look in the house, the neighbor will be in one room, and the shadow will be in the other room, banging on the door, go to the exit door, and the outro cutscene will play, as the player moves his boxes inside his new home. The weird thing is, the player only packed 2 books and an apple, and his key. The ending credits will show, and you beat the game.