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move the statue of the goose as far away from its location as possible). Then quickly position yourself where the statue was supposed to fool the woman and her put tape on you instead. Now, don't go through the house like you did on your first play-three, but instead use the furniture to get back into the man's yard and then label the village to make it back to the pub area. Hide inside a pink box near the van and wait for the delivery woman to pick you up and carry you inside the pub. Once inside and far enough away from the usher, go out of the box and take to the stone stage near the two women to give the play. Satisfying their requests, mimicking their gestures and after clapping, the trophy will unlock. Cheeky Steal the Old Man's Wool hat to see the Pretty Trophy. Garden, quick to complete the garden to-do list before church bells ring Whatever AI does, it is vital that you remain as hidden as possible for each purpose and that you aim for a picnic as early as possible, being the longest task to complete. Here's the proposed path to completing this speed challenge: turn on the radio and move it halfway through bags of fertilizer and bench. Fold the apple and slices of sandwich over the basket and carry it in a blanket. If the apple falls, grab this first. If you're lucky, a man should be busy placing a radio on a portable fridge. Meanwhile, take the carrot and place it on a blanket. While the man busy putting the fertilizer bags back in his starting position, go grab a can of jam while taking extra care you're overlooked while carrying it. Hiding behind wooden structures of the garden is useful. Then, when he enters the garden again, make his way to the blanket. Repeat the same thing for the thermos. Take the pumpkin and bring it to the blanket. Move the carrots near the sprinkler. Involve the man in it, and then quickly activate the valve that activates him (to the left of the main gate). To save a lot of time, turn it off yourself immediately after it's got a get-it. Don't wait for the man to go and turn it off. Quickly grab the keys to the grounding hips and carry them for a few seconds until the notification appears. Take the sign and draw the man to Go right, through the door leading to the High Street and quack as he gathers to hammer a plaque into the ground. As he falls, grab his hat and hide it in a nearby alleyway, forcing him to grab his sun hat out of the barn door. Get him to score his thumb again, and while he's hurt, grab the rake and drag him all the way into the pond. Get him to score his thumb again, and while he's hurt, grab the radio from the top of the portable fridge and bring it in a blanket, thereby completing the entire speed call. High Street, quick to complete a high street to-do list before church bells ring whatever AI does, it's vital that you stay as hidden as possible for each purpose, and that you aim for a shopping list as early as possible, being the longest task to complete. This one has fewer steps, and it happens in a smaller area, making it much more achievable to consider how little time you have. He snamed at him repeatedly to scare him away. Then, honk in front of one of the tv store's two windows until the owner comes out and goes to open the phone booth door for the child to get out. Then, while the owner is gone, quickly go to the store, flip the red switch and take a walk until you see the goose on tv screens. Approach the stall market and hold on to the binge. When a woman tries to get it from you, hold to snap it and break it. Wait for the lady to put the binge back together and then grab anything from the market stall (carrots or celery is ok) and sway the market lady. Its chasing you inside the garage, falling that you picked up here and quickly pull the rope to trap her inside. While the woman is still trapped inside grabs for the following and places it inside the basket at the left entrance to the market: carrots or celery (to the left of the market), the cleaner (a white bottle with a green droplet on it on wheeled furniture near the rake), any bacheika food (the same place as the cleaner). The woman will come out in the meantime. Use the same method as above to trap it inside and capture what's left of the shopping list: a toothbrush (found in a recycling bin to the left of the stall market), a brush (near garden tools), toilet paper (to the left of the market stall), orange (near carrots and celeries). Sneak up on the boy and tie his shoes. Then, giggling at him to scare him off. He'll go and score his glasses. Snatch the glasses and place them somewhere as far away from the baby as possible. Then enter the market, take a couple of glasses from the rack and place them in front of the baby. Grab the plane from the bench and the boy realize it. Quickly run to the market stall and place it next to other toys. Depending on where the baby is, draw it near the market stall in order for him to notice the soy of the plane. He will choose but the market owner will think he's stealing and ask him to for him. Back garden, quick to complete the back gardens to-do list before church bells ring Whatever AI does, it's vital that you stay as hidden as possible for each purpose, and that you tend to have multiple affairs at once. The key to success here is for the two NPC to have as few interactions as possible. However, the term on this is even tougher than the pub and luck plays an even bigger role here as well. Here's a suggested path to completing this speed challenge: Start by dragging a cricket bat near a hole in the fence in a man's yard and the ball to his right field. Then, quack to attract a man. As a person busy putting these items back to where they were, grab as many of their belongings off the table as possible and temporarily place them next to a rose pot. If you need extra time, distract him again with the bat and ball and take the third point. As a man wonders where his belongings went, open the fence leading to the woman's yard (if a woman is hiding around, wait a couple of seconds until she goes to another section of her yard – it's incredibly lucky, as a woman can stay where to go longer). Now bring one of the man's belongings to the woman's yard, get a purple vase and fall into the male one. Keep bringing all the man's belongings into the woman's yard, but make sure you're never empty-handed when you get back to the man. This means that after resetting each man's belonging, you need to spend one of the woman's items in his yard (a pair of socks and a bra). Keep doing this until the woman returns to the area you're in, and if she notices a fence, giggle to turn her away, so you can keep bringing other itches into her husband's yard. Remember: the farther away from the fence all the women's objects, the less likely it is to loop on its fence to spot them. Now bring all the man's belongings to the bust and, as the woman puts it on, check the man and if he sipping tea, interact with the bell to get him to spit it out. Next, take a ribbon of fake goose and place it near it, then hide the fake goose behind the pot barrels. While the woman hopefully still puts on a bust, quickly chip away at the protein-like plant so she can prune it and swallow the rose when she returns to the area. As she does so, sneak into the position of a fake goose, take her place and with a little luck a woman should realize about it and place a ribbon on you instead, scaaking you that goal. Now, on the way to the bath, check if the man is drinking tea and if you haven't already done so before, scare him now. Now go to the furniture above, remove the drawer to roll it, quickly grab the soap bar from the bath and use a bundle of fallen furniture to return to the man's yard. Sneak behind him with a hedge and place the woman's soap and belongings in the fountain. rose behind a hedge south of the fountain. This is key, because if a man understands a rose hip, he will also notice the woman's belongings and throw them back at her, giving you some failure. By doing all this, a woman should be busy sticking around the area with fallen furniture. Now sneak up on the man and depending on what he does, steal one of his slippers and plunge into the fountain, whipping you to do the laundry do. When you do that, you have to be fast enough so that it doesn't see you. If he sees you and goes after you to the fountain area, he'll start grabbing his stuff back and the woman too. Next, grab the purple vase and throw it next to the man so he throws it back into the woman's yard, thereby smashing it. According to two neighbors, return to the woman's yard and hide the broken pieces of the vase behind the tub. This step is crucial if you still need to perform some tasks in a woman's yard. If you don't, and you need a woman to spend some things for you, she's instead picking broken pieces herself, spending you a lot of time. However, if you did in a woman's yard, give the game a couple of seconds and two neighbors should be made fighting. Now let's go to the man's garden and, without repenting, steal another slipper, ending this night's high-speed run. The pub, quick to complete the pub to-do list before the church bells rings Whatever AI does, it is vital that you remain as hidden as possible for each purpose and that you tend to set the table to do as early as possible, being the longest task to complete. The time limit on this is very tight and luck also plays a big role here, but it's a bit more viable than the Back Garden area. Here's a suggested path to completing this speed challenge: instead of waiting for a delivery woman to carry you inside, grab the No Geese sign at the entrance and then quack to get the usher's attention. Quickly drag the sign behind the nearby car and then throw it in a hurry inside. This will save you a lot of time. Now grab a few tomatoes from a nearby crate and kvak to re-engage the usher. If AI works with you, it should run after you shortly afterwards. Lead the man to the backyard and leave the tomatoes on the floor, then grab another of the crate and quack again to draw it in the backyard. Once the tomato icon appears over your head, go to the sink and drop the bucket on your head when it leans in to put the tomatoes back in the drawer. Activate the mixer by turning the valve and in the meantime start collecting the adjacent dish (knife and fork) under the adjacent table. Stay hidden under the same table and if a woman comes around, honk to turn her to the end of the table you're underneath that as far away from the sink as possible. Now the sink must be overflowing. Quickly make your way to the sink and grab the boat to play and walk for a few seconds until the list notification appears. Now grab the dishes you've grouped before and bring them to the wooden spindle in the backyard. Take a plate from a nearby cupboard. Check out the man in the yard and depending on what he's going to do (playing darts or harmonica), stagger at him to get him to break a dartboard or pull away the chair to make him fall. Move to the stone scene and start mashing buttons for wobbling, bowing and clapping wings. Do not expect any women's requests, nor for them to give you a flower. Once you've given your performance, just go away. Go back to the old one and do the opposite of what you did in step 7. If you're lucky, he doesn't play with rings. Finally, grab a pint of glass from the pub's seating area and quickly make its way to the stone bridge to throw it into the canal. Channel.

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