KIDNAPPED 100% Walkthrough

- a game by DarkGamer -

1. After the Intro, pick up JOHN's BEAR BODY. Go to your Inventory and use it to get NOTE

2. Pick up the SMALL KEY from the drawer on the right

3. Use the SMALL KEY on the drawer on the left to get the CORRIDOR KEY

4. Go upstairs with BRUNO and follow the right path straight ahead to unlock the door to the Entrance Hall

5. Go right again, turn down and go to the right using the CORRIDOR KEY

6. Pick up the SCREWDRIVER on the plant vase just ahead

7. Walk straight forward and smash the door on the way up (let your NOISE METTER go down first)

8. Pick up JOHN's BEAR HEAD and use it to get NOTE2

9. Join both parts of the BEAR and write down the code: 153468

10. Go to the door on the left and then enter the up door

11. Use the SCREWDRIVER on the drawer on the left to get the TRIANGLE KEY

12. Let the NOISE METTER go down and smash the door on the right

13. Pick up the RUBY KEY and the DRAWING

14. Go back to where you found JOHN's BEAR HEAD and use the TRIANGLE KEY on the door on the right

15. Feel free to read the documents and pick up the STRANGE PAPER from the closet

16. Select MIKE and go to the Corridor. Let the NOISE METTER go down and input the code you got from the Bear on the digipad of the door on the right (153468)

17. Pick up the LIBRARY KEY and the MUSIC SHEET

18. Head back to the Piano Room and use the MUSIC SHEET on the piano

19. Go back to the Corridor and use the LIBRARY KEY to open the Library Door

20. Pick up the OLD BOOK on the right and the STRANGE PAPER 2 on the center

21. On the bottom right corner there's a door. Type in the password: BACH

22. Use the RUBY KEY on the up door and pick up the DESPAIR NOTE

23. Select JESSICA and go to the same corridor where MIKE is. Go right, and go to the door.

24. The code is the result of the equation solved with both STRANGE PAPERS: 20954

25. Bring BRUNO to that room and press the switches: 1, 2, 4 and 3 (let the NOISE METTER go down before you press the last one)

26. Go all the way to the right and pick up the KNIFE in the plant vase

27. Smash the door only after your NOISE METTER is empty

28. Read the message and wait for about 2 minutes in front of the closet (it'll be faster for you to get in before the passage closes again)

29. Pick up the SMALL METAL KEY and read the diary

30. Go back and smash the door on the left after your NOISE METTER is empty

31. Enter the up door, pick up the SPHERE KEY on the drawer and unlock the door on the right

32. Go back to the Entrance Hall and use the SPHERE KEY on the door on the left

33. With JESSICA, look at the DRAWING in your inventory. Go back to BRUNO and open the secret passage by sliding the wall on the left of the closet

34. Smash the closet door (notice there's still a shining sphere in it)

35. Let your NOISE METTER go down and open the metal door (already opened because you activated the 4 switches)

36. Enter and use the SCREWDRIVER on the drawer to pick up the RED BOOK

37. Select JESSICA and go left, back to the Library then up and left, back to the Entrance Hall

38. Enter the door on the left then up through the secret passage and interact with the closet to get the code: 4443

39. Go back to the Library and walk to the bottom left corner to interact with the bookshelf and insert the RED BOOK to open the secret passage (NOTE: The RED BOOK can't be used from your inventory)

40. Enter and insert the code 4443 in the metal door (let your NOISE METTER go down first)

41. Enter and read the Diary

42. Enter the door on the left and pick up the SEALED ENVELOPE hidden bellow the pillow

43. Use the KNIFE on the SEALED ENVELOPE to get the SMALL GOLDEN KEY

44. Bring MIKE to the same room and interact with the Star Painting

45. Select BRUNO and go down to open the Chest with the SMALL GOLDEN KEY to get the ACID BOTTLE

46. Go to the Entrance Hall to the door on the right and use the ACID BOTTLE to melt the doorknob

47. Smash the door twice (be careful with the NOISE METTER)

48. Go up then smash the door on the left. It’ll lead you to the room where you finally find John that gives you the DOUBLE POINTED KEY

49. Head back to the room where MIKE is through the secret passage in the Library

50. Move the stool to the left

51. Select MIKE and remove the Star Painting

52. Select BRUNO and move the stool away

53. In your Inventory, select the SMALL METAL KEY to open the OLD BOOK

54. Read the riddle and insert the answer in the digipad: STAR to get the ROOM7 KEY

55. Go back to the Entrance Hall and then through the door on the left

56. Go up twice then open the door on the left, using the ROOM7 KEY

57. Use the DOULE POINTED KEY to open the closet and get the BASEMENT KEY

58. Go back to the Entrance Hall, this time to the door on the right then keep going until you find the locked door

59. Use the BASEMENT KEY to open it, enter and SAVE before you enter the next door

60. Read the instructions and solve the puzzle: RIGHT, Z, UP

61. Enter the door. You have finally found the KIDNAPPER

62. After the conversation, move to the door on the right as fast as you can or he'll catch you

63. You're in the BOSS ROOM (watch video for an easy boss fight - http://www.youtube.com/watch?v=H7omGQqHhz8)

64. Get behind the cereal bags because he sprints like crazy sometimes

65. Find a way of activating the 4 switches without being caught

66. He'll drop the ENTRANCE KEY at any time. Catch it when you can

67. Wait for the secret passage to open but don't leave without getting the key first

68. Quickly press the switch in front of you to keep him from following you

69. Enter the door on the left and press the switch to move the bookshelf on the other side

70. Exit the secret passage to the Library and rush back to the Entrance Hall

71. After the conversation, use the ENTRANCE KEY with JOHN

72. Congratulations!!! You've completed the game. Sit back and watch the credits