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The House of DaVinci 3 Written Walkthrough Guide Written 1/08/2024, updated 1/21/2024 Published: Blue Brain Games Developed: Blue Brain Games Developed: Blue Brain Games Platform Played: Nintendo Switch Price: $6.49 from MSRP: $9.99 Rated: E (Everyone) Genre: Puzzle, Adventure, Strategy, Simulation Date Released: January 5, 2023 Click Here for a simplified text
version. Read on for a detailed version with pictures. The House of DaVinci 1 The House of DaVinci 2 Quick Jump First Run: 13:44:28 Swipe the screen or use the Right Stick to look around. Double-tap or press X on the statue. Tap on the statue until the Partially Folded Tool falls and pick it up Lift the arm per the instructions
to get a Tool Head towards the door with the skull bat on it and use the Tool on the left wall. Now pull it... Oops. Grab the Lever Socket Move forward towards the bazillion rats and grab the Metal Shaft from the chained door on the right. Combine it with the Lever Socket to
make a Lever Head back to where you broke the lever and use your new Lever. Move it down to III Pick up the Damaged Oculus Perpetua Now that the back area is lit, check out contraption on the wall where you woke up. Lift up on the handle on the right side which drops a hook from the ceiling that can be controlled by the winch there Head over
and attach the hook to the chandelier, then return to the winch and crank it. When you wind it up, the handle on the right locks in place again. Let 'er rip! Then do it again! Welp. Everything broke and now it's dark. Push on the statue and then head inside. Oh cool, a workshop. Pick up the Notebook and open it Now grab the Screwdriver, and read the
letter Return to the torch holder with the winch across from the chandelier lever. If you look closely, you'll see a screw on the wall rail that's slightly different colored. Zoom in on the large mechanism on the left side. Change the pattern, then
place the Bent Rail on it Zoom out, zoom in on the left side of the desk and push it to the left. Take your new Rail, replace it on the South the Incomplete Oculus Cover and the Bent Cogwheel. Use it in the flattener machine again after changing the plates to get a Cogwheel which, now straight, will
fit perfectly onto the Incomplete Oculus Cover to get the Oculus Cover Spin the contraption on the right of the desk to free the sphere, then place the Damaged Oculus Perpetua on it. Attach to it the Oculus Perpetua Cover on top Unscrew the contraption to get your Oculus Perpetua. Yay!
Hit "L" or tap the icon to use it Hop through the portal to go backwards to 0966! Head forward to where the bazillion rats are in the future and look at the column on the left side. Turn the handle and open the door to reveal and mechanism! Turn the wheel until you can't and release the broken link Move down the hall to get the Chronicle of Ordo
Iustitialis. Pick up and read the letter on the ground, then head up the stairs Move the latch on the door to knock the enemy is still there!
Uh oh. Now you have to escape undetected and unscathed. Head over to the book where Leonardo was standing in the second game. You'll overhear the baddies talking. Check out the back of it. Slide the sliders on top. Read the letter, pick up the Letter Opener, Back up to where you started and then head across to the door and use the Oculus
Perpetua on the lock. Spin it until the line sup, use the Action pull down ESCAPE! Zoom in, pull and spin until it stops Use the Oculus Perpetua, and rotate the ring until you solve the 3 rotating puzzles Head in, zoom in on the dragon head and open its mouth. This opens a hatch. Use the Oculus Perpetua to see some shapes. If you
zoom out you will see a square on the stair pillar. Spin the shapes until the square is in the front and pull the handle. This will turn the dragon to the stair pillar. Turn the crank Look to the left and the door, then turn the handle. Push on the door to open it. Go into the room and check out the table. Put the Chronicle of Ordo Iustitialis on the right of
the scale Check out the left side for a letter and a Strangely Shaped Crank. Use the Oculus Perpetua to see an image of a chalice Head back out to the large contraption outside, and use the Strangely Shaped Crank on the bottom of it to unlock a puzzle (Hint: Go to the upper right gear and go around that rectangle until the big middle 90 degree path
is pointing North and East) Orient the middle gear to look like this using the upper right rectangle Then complete the maze Solve it to open up the door on the east side of the room. Look at the wooden wagon thing and unlatch the part on the right side to get an Ironbound Disc Head into the open door and zoom in on the writing desk. Turn the
inkwell so that the marks match with the Roman numerals to open a hidden drawer. Pull it out and take the Cart Model Behind and to the right of the writing desk is a letter Behind the writing desk is a letter Behind the writing desk is a letter Behind the writing desk is yet another letter (grapes) Place the Cart Model on the rotating pedestal and spin it until it locks in place. Then look on the bottom part of the pedestal
to get the Ornamental Lever Part. Combine it with the Ironbound Disc for the Ornamental Lever. Now use it on the pillar to the left and hold it until it locks in place. Zoom into the little piece that opened up above the lever. Move the pieces into the circle, then turn it until a cylinder juts out. Turn that to get a
Cross-Shaped Key Head back over to the writing desk and use the Cross-Shaped Key. Spin the wheels on the left to check out the diagrams until a clock frame descends overtop of one PUZZLE TIME. Use the Oculus Perpetua and solve it (Hint: Starting with the 12 o'clock dial, follow the lines) Solution: Get the Belfry Model for your trouble and insert
it onto the thing on the back of the rail table. Push it back to get a Wooden Plate with Protrusions. Before moving on, zoom in on the bell to get a Small Key, which conveniently fits into the Cart Model you placed on the pedestal. Spin it then... PULL THE LEVER, KRONK! Having gone through the
track, the cart has opened up, but you can't do anything with it quite yet. Inspect the circle thing on the tracks and spin it until it locks into place. This rotates the compass rose on the side of the table, so zoom in there and spin it until it locks into place. This rotates the compass rose on the side of the table, so zoom in there and spin it until it locks into place.
compass rose. Spin it until the spinny thing lines up with the other drawer, and open that drawer, and open that drawer, and open that drawer, and open that drawer of the Wooden Plate with
Protrusions and insert it to get a Lion Statue. A quick inspection of it shows a rail underneath, so return to the pillar next to that maze puzzle in the beginning area and place it there. Rotate the lion until the stairs lock into place Go up and read the letter there, then pull the lever there to open up a weathervane and to get a Mechanism Part with
Wooden Handle Head across the wooden bridge then head upstairs. Unlock the latch on the mechanism and spin the handle. Ugh. Something is stuck. Head back down to where the lever is, then use the Oculus Perpetua to see a portal! Jump through it! Now in 1506, things are different! Attach the Full Magazine and the Mechanism Part with Wooden
Handle to the large crossbow, then pull the handle back to prime the weapon. Crossbow puzzle time! You have 9 shots total. Shots 5 and 6 are for the red ropes above the bell and the red ropes holding the grate closed. 5 6 Shots 7, 8, and 9 are for the red target of the chute
(pull the lever to the left of the crossbow to move the bridge out of the way) 7, 8, and 9 Hint: If you run out of ammo, take the Wooden Frame back to the present to refill at the table When the chute is pointed at you, take the Ring with Ornamental Handle. Interact with it to get a Tool with Ornamental Handle Turn the bridge back to the mill and head
across to the door. Use the Tool with Ornamental Handle there. Inside is yet another letter... Spin the wooden thing where you got the letter to get a Wooden Folder, which when inspected yields a Sketch of Windmill If you move forward to the metal cage, it tells you to look for a counterweight, so head back into the present and go check out your
handiwork! In the garden take the Clapper from where the wine jars used to be and note the star shape on the end of it. Where have you seen a star? Ah! The wooden cart. Attach it and turn to uncover a handle. Spin it until it stops (kinda like the model, eh?) and watch the cart travel. If you go there, you can now reach the door mechanism... but you
don't have the right item, so instead, go back into the workshop Head over to the writing desk and spin the gears until you reach the empty page. Use the Sketch of Windmill there Puzzle! Use your Oculus Perpetua to see lines. Spin the 2 knobs on the side to match up the lines. I just spun it a lot until it completed. Solution: Take the Archimedes
Screw Model and place it on the Cart Model on the table behind you. Pull the lever on the side Zoom in and push the red arrow, then zoom out and notice that the little drawer near the rotating pedestal has popped open. Take the Part of Windmill Model there and place it on the windmill. Interact with it and rotate, then take the Round Key Head up
the stairs next to the table and us the key there to get a Metal Crank. Where to use it... Ah. The door at the end of the garden. Use it on the mechanism above the door and spin for... A puzzle. Yay. Once again, I just spun it a lot Solution: Head back up to the top and turn the mechanism. Looking a lot like the model, huh? Go all the way back to the cart
and take the Ringed Screw. Head over to the left of the windmill to the mechanism in the ground. Zoom in all the way to the hole at the bottom, otherwise you can't place the screw in it. Once it's secured, zoom out one level and pull the spring hook down. Zoom into the gear at the bottom and rotate the center to get a Cogwheel. Baaack to the
workshop we go to place it onto the wall behind the writing desk. Rotate the handle in Metal Frame which when inspected turns into a Metal Crank Part Go up the stairs next to the table and place the Cutter onto the metal grate door. Move it into place and pull the lever a few times to cut the chain. Head
inside the gate and you can see the Archimedes screw. Pull and hold down the lever until it stops, then zoom in onto the rear of the screw and drops it onto the wooden cart Make your way over to the cart and attach the Tool with Cross-Shaped Handle to the front of the
cart. Give it a spin and follow the movement to... Oh my gosh! A puzzle! Joyful day! Use the 4-direction flower to move the piece sitting on the lower left. Try to turn the little squares into green arrows. It goes Wooden Cart > Tree > Flower > Wagon Tracks Open the door and get the Ornament which combines with Hand Plane for Hand Plane Handle
Head back to the workshop and look at the lever on the pillar next to the writer's desk. Place the Hand Plane Handle into the front of the lever and rotate to get an Ornamental Lever Part. Insert it into the top of the mechanism next to the writer's desk. Place the Handle into the front of the lever and rotate to get an Ornamental Lever Part. Insert it into the top of the mechanism next to the writer's desk. Place the Handle into the front of the lever and rotate to get an Ornamental Lever Part. Insert it into the top of the mechanism next to the writer's desk.
the cart and use the Tool with Cross-Shaped Handle there again Place the Metal Crank Part on the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill to the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the crank Pick up the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the crank Pick up the Massive Weight Return to the past, head across the bridge and through the windmill to the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the crank Pick up the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the crank Pick up the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the crank Pick up the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the crank Pick up the metal cage and place the Massive Weight Return to the metal cage and place the Massive Weight Return to the past, head across the bridge and through the windmill and rotate the metal cage and place 
Now back in the present, go down the elevator, up to the portal place, and pull the lever to close the hopper thing Head up the wooden bridge to the weather vane. Turn the sun on the left, then spin the middle to get your prize letter (at last!!) and a Part of a Bronze Chalice Return to the lever to release the water, then back to the room you placed the
out, push on the door, then knock on the door twice with the knocker. Head into Room #3. Watch the boring cutscene (or skip it) which summarizes the events in the prior 2 games (their super stiff hands are really distracting) and explains their future movements Move forward twice, up the stairs, and into the house. You can't go anywhere, so use
your Oculus Perpetua to jump back to 1496 right before the house caught fire Head behind the counter and spin it until the metal scoop looking thing is above the candle. Use the Handle with Two Protrusions
the corner and install the Coat of Arms into the machine PUZZLE TIME Use your Oculus Perpetua. Take the item up top and place it on the cities. Every time you move it, the design on top will change. Place them on each corresponding location. You'll know you did it right when a red ring appears around the locations. Eventually more of the map will
be uncovered and the step stool beneath you will disappear into the floor (the answer is the same as the picture below) When done, you get a Lock Pick which will fit nicely into the thing next to the ladder. Ah.
It's a striker. Strike it a few times to get a flame, then rotate the nozzle until it lights up the fuse, and watch it burn the puzzle you just did Check out the panel on the wall behind the curtain uncovered by the fire to get the Tool with Rotary Handle. It looks a lot like a screwdriver. Go to the weapon in front of the door now and use the screwdriver on
the side nearest the painting Turn the gun towards the wall with the panels where it'll lock into place. Look on the floor. Turn the wheel and open the lid for a Metal Card. Place in the contraption on the table, put down
the lid, then pull the mechanism towards you with the red handle. Remember that grid on the wall? Stamp the metal grid in the same pattern, then push the button if you put it back earlier), and press the button. Now, pull the red lever!
Pull up on the left red thing. Zoom in on newly uncovered switch. Pump the bellows again If you haven't already, turn to the opposite side of the gun and pull the red lever forward. Now that both of the covers have been unlocked, pull
the red lever towards you Simple puzzle. Rotate the pipes, then pull the red switch. Yay! A door! Before Solution Go upstairs, then pick the Bent Wire from the damaged dummy. Read the letter on the little pedestal Look on the bottom of the pedestal for a memory puzzle! Get a Key in Resin for your efforts Return downstairs to the worktable and place
Impure Charcoal Powder and a Switch Head back to the machine gun and use the Switch on the side with the bellows. Turn the little dial on it and pump the bellows until you get the Flacon of Gunpowder (fun fact: a flacon is different from a flagon), which fits into the contraption inside the cupboard where you got the switch and the charcoal powder
Pick up the Container with Gunpowder and place it into the leftmost device on the worktable. Turn the handle, then spin the thing on top until the device and spin the top again. Note the amounts, and pull open the drawer now unlocked
cylinder to the I position, then set the Iron Weight on top. Pick up the Rotary Switch. Note the numbers inside the drawer? Oh. It's a combination lock. 5-R, 3-L, 4-R Now the real puzzle! OKAY.
That's funny. It's like those mobile game ads that have nothing to do with the actual game they're advertising! Pull the pins in the correct order to safely guide the man to the treasure. Hit the red button to reset or just die (Kill the spider, combine the ice and lava, lower the platform, then the rest of the pins) Remove and get the Winged Nut, then
Rotate and place the weight on the cylinders to open the respective drawers. Drawer Contents Rotary Switch and combination Sulphur Crystal into the mortar on the right side of the worktable and crush it until you get Sulphur
Powder Attach the Small Hook onto the scale next to the shelf, and the Iron Weight onto that to get a Metal Symbol from the now uncovered plate. Use the little item on the glass dome on the worktable to get Saltpeter Crystal and a Strange Key Crush the Saltpeter Crystal for Saltpeter Powder Then use the Strange Key on the contraption behind the
mortar Iiiii think we have a math puzzle!! 4:5:2 gunpowder ratio So. According to the chalkboard, from left to right, the separating device sorts into Sulphur, Charcoal, Saltpeter Sulphur = Sulphur Carbone = Charcoal Nitre = Saltpeter The ratio for
the machine gun is 4:5:2 which is equal to 60, 75, 30 weight units The ratio for the boiler is unknown ratio equal to 45, 15, 75 Weight units So. Using the device behind the mortar on the worktable (place the powder, maneuver the handle on the right,
pump the middle handle to right number, and turn the red arrows under the glass to get it out), measure out 3 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 units of Sulphur, 1 unit of Charcoal, and 5 
striker 3 times! Watch the resin blow up and retrieve the Ornamental Key that surely isn't hot at all Go back upstairs and open the glass chest! Whoops. Uh oh. Oh great. Another cutscene. Borgia's sob story. Torture indeed. He offers you a deal for the Glove Now to escape! Pick up the puzzle box. Aptly named, it's a puzzle! Basically, find and press
the proper colored buttons and not only press them in order (Purple, Green, White, Red), but using the dial, move the orange arrow down to the bottom until the lock disengages. Purple Green White Red Then spin the handle for the Special Key. Use it in the bar facing the glass chest Step out and leave Watch another long-winded cutscene Open the
book on the small table to get a Bookmark, which, usefully, doubles as a screwdriver to remove the plate atop the door handle. Lift the metal piece, the use your Oculus Perpetua. Again, use the Bookmark to push down the little blocks to the handle mechanism. Pull open the door and head towards the chess table to get the Stone Rosette. Inspect it to
get Stone Rosette with Protrusion. Head over to the desk and place it into the Roman bust's brooch. Give it a spin. Grab the Part of Rider Figurine and read the letter Then go across the room and complete the horseman figurine. Spin the wheel. Head upstairs! Rotate the birdcage. Take the Model Tower, attach it to the basilica model on the table,
then move the small domes for... A PUZZLE It's hard to tell, but there are two different colors on the grid. Move the L-shaped object into the inner part, then pull the red lever. Complete the second round, then the third Use your Oculus Perpetua to see some Roman numerals. Push the columns down in order to get a Chess Piece Now move over to the
Another puzzle. Let's see... It looks like you have to spin the wheels to direct Green to Green, Red to Red, and Blue are straightforward, but Red has to go through the other columns) Go into the secret chamber. Section I Turn right and pick up the
Metal Key, then read the letter. Look at the bureau to see a simple puzzle. Move the Silver Key, then the Gold Key, then the Gold Key, then the bureau to the upper left arm and spin the circle until it arm and spin the circle until it.
opens. Pull apart the doors for a Metal Shrine Model. Combine it with the Censer Base to get a Censer Turn to the large statue and place the red arrow to the end. Pick up the Sprinkler Part Check out the golden structure on the
right side of the table. Place the Sprinkler Part on the very top of it. Spin the winged figure and replace the Relic of St John. Inspect the font and zoom in the eastern side. Slide it open then place the Relic of St John. Inspect the font and zoom in the eastern side. Slide it open then place the Relic of St John. Inspect the font and zoom in the eastern side. Slide it open then place the Relic of St John in the holder. Oh, so it's not a font. Get a Shiny Shell from under the lid which goes into the painting right above
the font (turns out it is a font) Take the Medallion of Dawn and place into the empty sun-looking carving between the stained glass windows Cutscene time! Are there speakers around?? Hallucinogens??? Check out the pillar with the light beam on it for a PUZZLE. YESS!! Oculus Perpetua TIME!! The blue numbers change depending on where you
move the discs. The permanent values tell you what the numbers need to be. It's kind of like minesweeper. Start Solution Section III Pick up the Ceremonial Plate Zoom into the eastmost pillar on the wooden box. Turn it and then pull the switch underneath. Look at the bottom of the wooden box now. Rotate them and push them down so that the
white parts match the white splotch in the middle. Rotate the spiky wheel, then place the Ceremonial Plate in the depression. The top opens to reveal a hand...? Maneuver the red switches You get the Disc with Red Stone! If you inspect it, you'll see a gear on the back, meaning it must fit on the clock somewhere. Place it on the side of the clock under
another puzzle pillar Oh no. 2nd round of Papal Minesweeper, except this time it's with shapes! And you really have to pay attention to the numbers! There's a lot going on here... (Hint: notice that not only are the 2 halves of the grid mirrors of each other, but the squares and circles are mirror quantities between the two shapes. Meaning, the puzzle
solution will have the grid mirrored. Place the higher numbers towards the middle) Start Solution Push through to illuminate the final area Section IV Open the bottom door of the female bust to get a Stone Bowl, a letter, and a drawing Now turn your attention to the puzzle on the far right of the table. It's one of those ordered button puzzles, so go for
it Pull down the switch to receive a Red Stone Bust. Red? Well, it must have something to do with the big red box! Place it into the metal keyhole and give it spin. Place the Stone Bowl in the metal holder which drops it on the... mini corpse? Take the Medallion of Dusk, and, you guessed it, put it into the sun under the windows for... Some more voices,
and hopefully not another Papal Minesweeper pillar Welp. It's a pillar of something... And definitely another puzzle. First, lower the handle on the cylinder to the first and last sections, refer to your notebook. Place the icons in order on
the gold line, then pull the lever Head up to the statue and take the Grandmaster's Amulet Get the heaven out before someone finds you! Watch the exciting cutscene Look around and see that the workshop has been cleaned up since you've been there last Go up the stairs to where the Archimedes screw used to be and head out into the garden. If you
want, you can go towards Borgia and Marco for a short cutscene. Otherwise, use the Oculus Perpetua and hop back to some short time before the present situation Zoom into the wooden cart and give it a push. Go to the lever and pull it Zoom into
the cart, open the lid, zoom into the crank, and wind it up Watch it satisfyingly smash the assaulters in the present time. Didn't kill 'em, though. Dang. Got the other glove back! Score! Inspect the infinity symbol to get a Lever with
Folded Handles which when inspected turns into a Rotary Lever Go over to the east side of the entrance, use your Oculus Perpetua and place the Rotary Lever in the indentation Puzzle! Rotate the lever and pull the arm/rock on the left
(Took me way longer than it should have) Watch the rather ominous (purposeful or not?) cutscene Go in for another cutscene with the Master himself, only for him to make you do all the hard work yourself while he chills near the machine Go back towards the alcove with the skeleton in the cutscene. Pick up the Dagger, then read the scroll Head back
towards Leonardo and check out the big wooden rig. Push on the wooden handles there to move the whole thing forward or backwards on the rails. If you use the two levers above the handles (one moves the pulley side to side, the other up and down), you operate the rope and hook. Push the whole crane rig forward until the sack is hanging over the
wooden bridge, then lower the sack. Go across the bridge and down the stairs. Turn to the right and use your Oculus Perpetua to see a puzzle! Pull and push the lever to remove all 4 locks Start with both the 3rd and 4th together: Left, 3, Right, 3&4, Left, 3&4, Right, 3&4, Right, 3&4, Left, 3(complete) &4, Right, 4 (complete) Then do #2
and #1 separately. Okay, it wasn't that bad after all. Walk across the way, and take the Metal Shaft with Handles on the far-left sluice gate which lets out water If you turn the wheel to the entrance enough, one of the chutes will break. Huh. Not much left to do there, then. Go back up the stairs and back across the bridge. If you haven't,
pick up the Wooden Plank leaning next to the iron grate door Use the crane to lift up the trap door on the ground Go down the ladder and use the Wooden Plank on the hole in the ground First up, go right, and unlock the metal door, then go back down and through the passage to a winch system (right under the alcove with the skeleton) which
happens to be a perfect fit for the Metal Shaft with Handles. Give it a spin to raise the door on the alcove Go up there to get the Arquebus Support. You can now push the crane to the bridge, but don't push it all the way across yet, or you'll block your access to the sluice gates Go downstairs through the iron door and over to the broken chute. Use the
Arquebus Support and then make your way back down the stairs on the other side of the bridge. Close the door and use the Metal Shaft with Handles on sluice gate I. Turn the water chute funnel is aimed that way too, then spin the wheel again. Now, you can get
to the sack in the water... Know what you have to do yet? Push the crane to the edge of the bridge if you haven't, move the hook to the far right, and send it down. Annoyingly, you have to go down and connect it to the sack, then pull it up Push the crane to the other side of the bridge, position the sack over top of the rickety wooden structure, and let
'er go! Whoa we were almost a Leonardo and Giacomo Sandwich! Ehhh... yeah that doesn't quite work, but dang, that was close. Leonardo sends young you first, so go forward! Cutscene time! Ugh. Old people... Check out the alcove to the right of where you started. On the ground is a Bent Rail There's not much else to do, so hop through the portal
back to 1465 Ohh wow. You're right in the battle between the Papal Knights and the Order. Near the elevator is a soldier falling. Snag his Mace. Use it in the ground where you first started the level. Pull on it to change the tracks Use your Oculus Perpetua to return to the present and now the door they were trying to break down in the past is open. If
you go in there grab the Key on the wall and see that the rats are now rampaging there instead of where they were... which is where you need to use your Bent Rail. Place it, spin the handle, and move the lever to the middle tracks. Use the Rail there to
on the stepladder, then use the Key on the now (sort of) intact door to the west of the elevator. Go in and head up the stairs. You will see an oil lamp if you turn around. Use the Tongs to get an Oil Lamp. Give it to Leonardo. Turn the crank ASCEND! Once again Leonardo makes you do all the heavy lifting. This time he's looking through documents
Look at the differently colored bricks next to the door, but you don't have to. Just spin the little knob behind the brick Watch/listen to the cutscene Push yourself into the next room for another cutscene Go through the door
ahead, and watch yet another cutscene... short this time, though Since you have to get the key, make your way into the cage. Spin the middle and pull in the sides for a Hexagonal Prism. Use it on the top of the
cage. It's a puzzle! It's super easy. Pull up on the metal handle on top of the birdcage, then go down to the middle level. Lift up tab on the left and open the door to get the Metal Key Go give it to the Master. Cutscene! He even admits that you're going to have to do all the hard work! Oh boy. Locked into the room now! Grab the Faceted Ruby from the
red coat on the door. It goes into the bottom-right corner of the painting Read the newly uncovered note Turn the wheel until the next part of the puzzle protrudes Solve the rest of the puzzle. Use the handles to move the thing side to side,
then push inward to swap the small discs. Just do your best (Hint: Get the far corners in first, and then work the rest) Start Finish out one color Step it along One more move and you're done! Zoom into the middle of the castle image, open the door, and pull the lever. It opens up one of the portrait's locks. Before leaving, look at the bottom of the
castle image for a Wooden Handle. Use it in the newly open slot on the portrait. Push it Ayyy a hidden room! Straight ahead are 3 medallions that look quite a bit like the 3 locking the ladder next to the portrait and the window. Looks like there are slots for books underneath! Go over to the control panel with the crank directly across from the door
and move the stepladder until it reaches the middle of the room (3 times) Climb up and take the book De Sole et Luna. Go insert it underneath the Sun and Moon medallion in the hidden room. This not only drops the lock on the ladder, but it opens the dome on the table and gives you a Falcon Medallion There's a perfectly shaped spot on the bird
structure in front of the window. Place it to the falconry Bell. Give it to the falconry Bell. Give it to the falconry Hood from the bottom, then place it on the falconry hood from the button again and receive your prize: Book Venandi cum
Avibus. Return to the hidden room and place the book under the falcon to unlock the 2nd ladder lock Now, go open the dome on the table, to uncover what looks like a puzzle, changes the little model on the other side of the table, to uncover what looks like a puzzle, changes the little model on the model with the Oculus Perpetua.
It's a clue! Look at the puzzle the dome uncovered. There are 2 arrows. And it's one of those press the right order or it resets puzzles. The good news is that it only resets the last tile you pushed. How nice of them. Use the hint from the model or just press buttons like I did to solve it Puzzle Round 2! Take a peek at the model on the
table again with the Oculus Perpetua for another clue! Solve the puzzle. I'm not sure how the clue helps) for a new note, more of the model, and the book Liber Augustalis Go ahead and place the book (and the other book if you haven't yet), then go pick up the Ladder Now. Where to place this...? If you look upwards you'll see two
windows up high with some light shining from them. Move the stepladder (I did the left side, not sure if you can use the other one) and go up. Read the old sign and head out the window! Well, there's not much to do, so use your Oculus Perpetua and jump backwards into 1465... whooooaaa. You went back to the day the Gate to the Temple of Wisdom
exploded!! Move forward and enter the door. Zoom into the knight about to die and read the scroll, then go out the other door in the room and pull the lever next to the door. It dumps some water from the roof... but nothing special happens... Without anything else to do, use your Oculus Perpetua and jump forward again Go to the wooden door and
take the Plain Metal Key. As you can't go anywhere, use the Oculus Perpetua to go backwards again to use your new key on the door. In the past, the stairwell is not blocked. Go on up to the roof and onto the wooden covered deck. Pick up the Part of a Wheel from the crate. Examine the mechanism with the wheel and take the Broken Wheel. Go
ahead and combine the two parts for a Reinforced Wheel, then place it in the slot. Give the big wheel a spin until the cart sets right over the fire. You can zoom forward to check the positioning. Head back downstairs then pull that lever near the fire again. BINGO! AAND we're back in 1508 Move ahead through to a room with... weapons? Torture
reveal... A puzzle. A color puzzle. Seems straightforward enough. The arrows point to 2 colors and the assumption is you have to do it 4 times, but 3! Good. Get a Small Golden Key for your efforts, and, conveniently, a place to use it straightaway! An Eagle
Relief. Okay, then. Push the hand again! Then the other hand (this time nearest the entry door)! Another puzzle! Rotate and move the lens to light on the right combinations in total. Finishing each one unlocks one lock on the
I think the orange slots need to be matched with the corresponding character, given that the orange square Red Queen Lady in the rightmost orange square in the North puzzle, and the top orange slot in the East puzzle Executioner in
the rightmost orange square North West East South Take the Lion Relief Push the hand and then the next hand Yay... Another one. 3 rounds of directing the ship with arrows! Red Compass Green Compass Green Compass - Despite the red ring, this is the correct solution Get a Bull Relief when you're done! OKAY! Now with all 4 keys, put them into
the large double door! Go through, watch the cutscene. Uh oh. Leo's in trouble! Look at the table with the tree on it. Read the letter Then turn the golden handle. Admire the schematics on the wall... the other way Nice. You can see through the doors,
so head through and pick up the Metal Rail and use in on the ground in front of the creepy picture on the wall. Move the stone in front of the cutscene Oh goodness! Blast from the past! This was the same boiler from the end of
the first game (Disappointingly, the answer is NOT the same)! Well, in that case, it's just a trial-and-error type of puzzle CUTSCENE TIME. Totally knew it would end the way it did. Exciting! No way back! Move forward and place the Grandmaster's Amulet into the indentation Puzzzzzzle! Refer back to your notes for an image of what the statue should
look like, then rotate the symbols to orient the statue Watch the cutscene! Holy crap! Did you venture through 3 games worth of puzzles just to disintegrate into oblivion for the sake of the world?!?! Huh. Well. That was anticlimactic. I have to say that I really hate
the ending. Like, REALLY hate it. I was expecting some crazy deluge of puzzles or some intense mechanism. Or Leonardo appearing out of nowhere! That was 3 games building up to the ending and not only was the last area super disappointing, but I kind of don't get it. I think Giacomo was meant to destroy the Gate for good so that it would never
fall into the wrong hands again. Okay, got that. The gate is supposed to transport you to the Temple of Wisdom. Umm. I'm not sure that looked much like a temple of wisdom... And then because the Gate was destroyed, everyone else disintegrated too? Or did time change? I'm not sure what happened!! What happened to the Oculus Perpetua when
Giacomo jumped through portal?? Hmm. I wonder if I oriented the statue differently, would it change the ending...? Let me try it out. Nope. According to the journal, destruction is the game was not as good as the 2nd game. The graphics are better, yes, but the puzzles seemed much more lacking and less complex. Many times, you
get an item and immediately use it instead of trying to figure out the place to use it. The clues are as a whole much more useful. The gameplay is a straight line with small rooms. I dunno. Much less exciting to me. I barely used the Oculus Perpetua, and definitely didn't even use any of the other devices. WAAAY too many cutscenes. Where the first
game was highly puzzle-centric, the 2nd was a good mix of stories and puzzles, while the 3rd was mostly story and much less puzzle. So, of the 3 games, #2 is hands down the best. Story still leaves me unsatisfied and with more questions. I guess just don't think too much about it, because when you start thinking through everything about all the
games, things quit making sense. Beh. Watch this step-by-step walkthrough for "The House Of Da Vinci 3 (NS)", which may help and guide you through each and every level part of this game. For further assistance or to contribute your own video, please refer to the information provided below. NEXT:Walkthrough Chapter 7 - Secret TunnelVideo
Walkthroughs (6 of 10) Walkthrough Chapter 3 - Rome (The Bald Lady) From: BBGWalkthrough Chapter 6 - Return To Luca's VillaFrom: BBGWalkthrough Chapter 7 - Secret TunnelFrom: BBGWalkthrough Chapter 8 - Castel Del MonteFrom:
BBGWalkthrough Chapter 9 - Ancient TempleFrom: BBG Game Details Developer: Blue Brain GamesPublisher: Blue Brain GamesGenre: AdventureRelease: Jan 5, 2023Platform: Nintendo SwitchESRB: EveryoneAdvertisements Game Summary For The House Of Da Vinci 3 we have: Report Problem Please Submit a Problem for any incomplete, non-
working or fake code listed above. If you know other secrets, hints, glitches or level guides, then please Submit your Stuff and share your insights with other players. Back to all Cheats » Ask a Question Stuck in this game? Ask a question below and let other gamers answer your question or view answers to previously asked questions. If you think you
are an expert then please try to help others with their questions. Your Question Games You May Like Latest Walkthroughs Released Games Advertisements Popular Games Advertisements After secretly infiltrating Pope Julius II's study in
the last chapter, you as Giacomo, escape with the amulet Cesaré Borgia had coerced you into obtaining for him. Despite his threat to your life, the vengeful Borgia promised you that once you give him the amulet, he will, in turn, give you the second glove needed to work Leonardo da Vinci's time machine. With no choice but to comply, given that the
second glove was necessary to push your plans forward, you proceeded to find the amulet in the Vatican while the monk Luca Pacioli served as a distraction for the Pope by inviting him to talk in private. In the Pope's study, you were able
to discover the history of the Ordo Iustitialis, also known as the Order of Justice, and how it fell into the hands of Pope Paul II. You were also able to find a sketch of a secret tunnel that the Pope's army used to attack the Ordo Iustitialis' secret headquarters in Castel del Monte, bringing the order to its knees. Now, with the amulet on hand, Chapter 6
of The House of Da Vinci 3 finds you and your party back at Luca's villa to discuss what you should do next. However, some uninvited guests—quite literally—try to gatecrash into your brief but important events and getting the player
up to speed with what's happening and what's happening and what's about to happen. Though it still has a puzzle to be solved, it's rather short, which is why we've decided to combine Chapter 6 with Chapter 7 in our walkthrough for your convenience. The former is rather brief while the latter is where most of the exciting and thought-provoking puzzle-solving would be.
Speaking of Chapter 7, this part of The House of Da Vinci 3's story takes you, Leonardo, and Luca to the secret tunnel leading to Castel del Monte. If you recall, you've found a sketch to the entrance of this secret tunnel leading to Castel
del Monte and, consequently, the time machine, the three of you hurriedly travel to this secret passage before the Pope suspects you for taking the amulet—and before Borgia and his henchmen catch up to your party. Similar to the previous chapters, Chapter 7 is rife with sophisticated puzzles and a lot of back-and-forthing, whether that's from one
part of the secret tunnel to the next, or even from one time frame to the other. Particularly, in the latter part of Chapter 7, you'll be putting the Oculus Perpetua to work more than usual as you'd have to travel back and forth in time to complete an important objective, which is—and we kid you not—to get Leonardo a stepladder. Of course, your true
mission is far nobler than that, but at the risk of spoiling the experience, we're going to leave it at that for now. That said, let's dive into our walkthrough for Chapter 6 and 7 of The House of Da Vinci 3. With your discoveries at hand and the amulet in your possession, you, Leonardo, and Luca hurriedly return to Northern Tuscany to avoid being
suspected by the Pope. It was only a matter of time before Pope Julius II discovered that the amulet, Luca states that it was
obvious Borgia didn't want the amulet simply because it would serve as some kind of jewelry. Leonardo, too, is convinced that the vindictive duke, because of his dire situation and his intense resolve to change his destiny, would try everything to get his hands on the amulet no matter the cost—which is what makes him dangerous. Leonardo further
explains that the amulet—despite Borgia claiming that it was simply a symbol he wanted to acquire to show his dominance over the Order—was actually the key to the Gate of the Temple of Wisdom, the original time machine that had been once raised by Frederick II in Castel del Monte. As you've already discovered through the stained-glass windows
in the Vatican's underground chamber, the Gate had already been destroyed during the Pope's attack against the Order. Your goal is to travel back in time to keep the original time machine from Badia Fiorentina by the Order, but
Leonardo suspects that it's located in Castel del Monte, the Order's headquarters. And since you were able to obtain the sketch to the secret tunnel, you could use this to your advantage to find and use the replica time machine work.
Without all the ampules containing the liquid needed to get the machine going, you won't be able to travel far back into time enough when the Gate had still been standing. Without too many available choices, Luca about how their
last attempt to outsmart the duke almost ended in your death, if not for the group was to head to Castel del Monte since he suspected that the Order did not give him all the ampules with the mysterious liquid for the time
machine. Despite being a gamble, it was certainly going to be better than negotiating with Borgia. Because time isn't in your hands—literally and figuratively—Leonardo tells you that you should all prepare to leave for Castel del Monte that evening. But as you were about to conclude the discussion, two uninvited guests break into Luca's villa... Of
course, we're already familiar with Cesaré Borgia, though you might be wondering who his companion might be. It turns out that the large man is someone you've already met: Marco, the man who received your party in the Bald Lady Inn, as later pointed out by Leonardo. Having been double-crossed, you three quickly bolt the doors and lock
yourselves inside the workshop as you try to find a way to outwit Borgia and Marco, who clearly have an advantage when it comes to the physical strength department. As Leonardo suspected, Borgia had indeed come for the amulet. Borgia tells your group that he does remember his end of the bargain and brought the second glove with him.
However, he states that he will only allow you to keep it until such time that Leonardo is able to make the modifications necessary to take him to the Gate of the Temple of Wisdom, revealing that he had no intention to work with you at all from the beginning. With Borgia threatening to break down the door of the workshop, and with the situation
becoming more dangerous with each passing minute, Luca tells you that you have two advantages over these rogues... After a brief discussion, you all decide that flanking Borgia and Marco might be the most viable plan since it's something they won't expect and have no clue about. Leonardo suggests using the cart next to the well in the garden
since Borgia and Marco are likely standing on the tracks leading to the door of the workshop, as Giacomo, are now tasked to activate the cart next to the workshop, which is found up the
short flight of stairs. Swing the gate open as you've already unlocked this in a previous chapter. Enter this short passage and exit through the hole in the wall where the giant Archimedes screw used to be. Move further down the garden until you reach the spot behind the windmill. Here, you can actually spot Borgia standing next to the door of the
workshop. This will prompt a quick cutscene showing you how Marco has been trying to break the workshop's doors down with a log for a battering ram. However, you will also notice that both Borgia and Marco are indeed standing right in the middle of the tracks as Leonardo predicted. With the two roques in place, it's time to activate the cart so
you can use it to knock them out. Take a step back and open the Oculus Perpetua will not open the time portal if you try to access it next to the windmill. The time portal will only open if you take a step back from the windmill
since you'll be at a location where Borgia won't suddenly spot you. With this, you can turn the cart to face the track leading to the workshop's door, thus catching Borgia and Marco unaware. To reposition the cart, approach the cylindrical device next to it. Turn the lid and the rope coiled under the device should come loose from the side. Thereafter,
approach the cart and push one of the metal handles to its side, letting it roll to the beginning of the track. Once done, move on to the cart to rotate in place. After the cart itself has turned, zoom into the top-center part of the cart, with
the star-shaped tool still fastened on the lid. Lift the lid and rotate the handle inside it. After turning the handle all the way, this will prompt the cart to zoom past the track, triggering a cutscene where you will see the cart ram into both Borgia and Marco, who were completely caught off-guard. With the two uninvited guests knocked out, Luca takes
the second glove and gives it to Leonardo, who asks you and Luca to move Borgia and Marco to somewhere warm as he makes preparations for your journey to Castel del Monte that evening. This concludes the brief but important Chapter 6 of The House of Da Vinci 3. You, Leonardo, and Luca successfully make your way to Central Apulia, where the
location of the secret passage to Castel del Monte should be. Unfortunately, since the journey was accomplished entirely on horseback, your two other older companions have become weary from the trip. Being the youngest of the lot, you're now tasked to find the secret passage while you give Leonardo and Luca some time to rest and recover.
Looking around, you will find Luca and Leonardo, he will simply wish you good luck and an open mind. Seeing as the cave is covered by a boulder, your best bet, then, is to look closer at the rocks to your left. Here, you will find
something strange: a rock with a cross etched on its surface. If you move a bit, you will also see another symbol at the back of the rock. However, the symbol at the back of the rock. However, the symbol at the back doesn't seem to be identifiable at the moment. Take a closer look at the symbol at the back of the rock. However, the symbol at the back doesn't seem to be identifiable at the moment. Take a closer look at the symbol at the back of the rock.
symbol by turning them. To solve this puzzle, you need to turn the parts to form an infinity symbol. This should cause the rock to slide to the right, revealing a secret compartment underneath. Here, you can take the Lever with Folded Handles. You'll notice that the icon for this item is marked by a gear symbol, which means it's not in its proper form
yet. Thus, view the item in your inventory and slide the small metal bolt on the slot, then open up the folded handles. This should let you obtain a new item, which is the Rotary Lever. At this point, you might be wondering what this Rotary Lever is for. If you look around, there's nothing but rocks, trees, and earth all around you. Perhaps you've tried to
drag the Rotary Lever into the secret compartment it came from, but it didn't trigger any reactions. But precisely because you can't see anything useful, it's the perfect time to open the Oculus Perpetua. Lo and behold, you see a mechanism next to the boulder right in front! Approach the area where you can see the mechanism. If you switch off the
Oculus Perpetua for a moment, you'll see a hole on the rock face. This is where you can insert the Rotary Lever. Once you've done so, open the Oculus Perpetua again so you can see the locking mechanism hidden behind the rocky wall. Now, this puzzle is a rather complicated one at first, but once you've done so, open the Oculus Perpetua again so you can see the locking mechanism hidden behind the rocky wall.
from there. Let's first break down the mechanism into its important parts, which we've illustrated in the image below: As you can see, there are several important parts of this puzzle. First, we have the Rotary Lever you've placed into the hole. This lever, when turned, will move any or all of the three rings above it. The rings differ in size, with the
outermost ring being the largest. It's not easily noticeable at first, but if you look closely, each ring doesn't circle all the way as there are chunks of it seemingly missing. These holes are supposed to fit the rhombus unimpeded. Turning the rings using the lever will also move the bar attached to them. Moving each ring is tricky as there is a pin that
holds the rings in place. The pin can be moved left and right using the mechanism attached to a small rock, you'll see that the arrow pointing to the Roman numerals I, II, and III will also move. If the arrow is pointed toward I, the
smallest innermost ring will move; point it to II, and the smallest and middle rings will move; point it to II, and the same direction. Then, you can move
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all the rings and rotate it so the holes will fit the rhombus. The end result should look like this: Upon solving the puzzle, you'll trigger the locking mechanism wherein the bolts keeping the boulder in place will treat. The boulder will then roll to the side, unblocking the entrance. Your party then converges once more and decides that it would be best
if Luca stayed behind to keep watch and make sure nobody attacks from behind. Leonardo, despite his age, is determined to see this mission through himself since he recognized that it was his own lapse in judgment that got them there in the first place and he wished to amend it. Thus, you enter the passage with Leonardo, with the latter lighting the
way using a torch. As you go deeper into the passage, it seems as though you've entered something that resembles a mineshaft. Leonardo points out a few things, which may come in handy down the line... He also discovers a lighting system for the area... After Leonardo activates this with his torch, the once dark area becomes illuminated. Here, you
can already see a couple of things, most notably a machine behind you, which Leonardo points out... Here, he's referring to some kind of storage crane, which he describes as pristine despite its age as it looks like it had been there for decades. He also mentions that he feels you may find a use for it later on. Once the cutscene with Leonardo is done,
this is the area that you'll be working on next: If you look around, you'll see a couple of interesting things, such as the trapdoor in front, which is locked. Just past the metal door and the trapdoor is what looks like a wooden bridge, but it's not aligned
quite properly. Clearly, this is the only way forward, seeing as all other options are locked. Lying right behind you is the answer: the storage crane that Leonardo had pointed out before. This is what it looks like when viewed in its entirety: Both its wheel sets are on a track and there appears to be some kind of weight at the top. This will come in
handy when trying to lower the wooden bridge. That said, return beside Leonardo and approach the handle of the crane. You'll need to push it to get the machine moving forward on the tracks. Of course, you can only move until the beginning of the bridge since it hasn't been set upright yet. For this, you need to bring the weight down from the crane
You can do this by moving the two handles on the crane. One moves the weight side to side while the other brings it up or down. Position the weight is positioned from the top. Once you've adjusted the weight to the middle
pull the handle which lets the weight descend from the crane. This should bring the wooden bridge upright. You can now cross unimpeded. Step away from the crane first and walk to the other side of the bridge. There, you will find two things: a passage to your right... And some kind of elevated platform up front. If you look closely, it's actually a rail
with a cart. Since you can't access the elevated rail yet, enter the passage to your right. It will lead you down a short flight of stairs, wherein you'll find what looks like a partially flooded room with complex mechanisms that are likely meant to pump water into the reservoirs. Seeing as you can't cross to the other side yet, you'll notice two things that
are closest to you: to your left is a wheel that, when turned, will rotate the pots that can draw water. To your right is a device that appears to be connected to a catwalk that's been locked onto the wall. Let's pay attention to the wheel first: If you keep turning it, this will trigger a brief cutscene where you will see a bolt come undone, disconnecting a
set of wooden pipes at the top of the room. Water will stream out of the disconnected pipes. Still, it looks like you need to cross to the other side, you'll hear metallic clicks indicating that something inside the mechanism is moving. As
it's likely a lock, open the Oculus Perpetua to see how the maze-like hinges, allowing you to move them as a group from side to side. Your objective is to bring down the rectangular slats by getting the square dots past the maze-like grooves. You can pull
the slats down using the diamond protrusions at the bottom. To solve this puzzle, let's first label the slats into four: Let's start with slat #2. Make sure all the three square dots are aligned with the specific maze-like hinge highlighted in yellow below. Move the lever and the diamond handles at the bottom so the dots can go through the empty spaces
without a hitch. Next is slat #4. The square dot should be aligned specifically with this maze-like hinge. Next is slat #3, pull the lever to the right so you can align the square dots along this path: With all four slats pulled down, the catwalk fastened to the
wall will fall, giving you a means to cross to the other side of the room without going through the flood or the spikes submerged in water. Upon crossing, you'll be faced with a series of strange-looking mechanisms and objects. Most notable perhaps are the two doors, one of which is open while the other is closed by some kind of bar or handle. If you
approach the doors, you'll see that the door on the left has a Roman numeral I on it while the right door, which is open, has a Roman numeral II. These Roman numerals at the center appears to be a handle that you can move from side to side. If you get
closer to it later, you'll discover that the handle is connected to a movable funnel at the top. The most accessible among these is clearly the handle on the left door so walk toward it and take it. This will cause the doors open and
the water gushes out. When this brief cutscene concludes, you'll be able to obtain the item Metal Shaft with Handles. At this point, the room's been flooded even more and there doesn't appear to fit anywhere either.
However, you did discover that water can be kept behind those doors. If you can find something to lock the second door with, and something to reconnect the pipes at the top, you might be able to decrease the water level in the room when using the rotating vessels. With that in mind, return to the upper part of the cavern and find something that may
be useful. After all, there are two doors that you haven't unlocked yet: the trapdoor and the metal door, you'll find an item you might have better luck with the trapdoor. If you approach it and try to lift
the door, a prompt will appear saying that it's too heavy. The only way you can open it is by pushing the trapdoor and place the hook on the metal ring that opens it. Otherwise, you'll repeatedly just be pulling the hook up and down. Pull the lever
on the crane to lift the hook and, consequently, the trapdoor. Head down the trapdoor by descending through a ladder. You'll see that the paths fork: right in front of you is a hallway that has a chasm in the middle... And to your right is a path leading to the side of the flooded room. Based on your position, you'll be standing right under the
disconnected pipes. Since you still haven't found anything that can be useful for this room at the moment, go back to the path with a chasm in the middle and use the Wooden Plank as a bridge to get to the other side. You'll see that the path forks again. It's a little dark in this image but you can choose to either go left or right. If you take a left, this
what you'll see: If you approach the device, which looks like some kind of pulley, you'll notice that the area that you can see by peeking into the hole with the metal grills is the alcove. To activate the device, place the Metal
Shaft with Handles on the part that looks like a wheel and turn it. This will trigger a brief cutscene where you'll see some kind of rod fall into the alcove. It's a little difficult to see it clearly from this image, but we've highlighted its outline in yellow. After using the Metal Shaft with Handles, you'll be able to return it to your inventory. Going back into
the hall, taking the other path by heading right will lead you up a short flight of stairs and you'll find yourself directly behind the locked metal door. Pull the knob to the side and open the door, and you'll be back right at the area where you've been using the storage crane. Since you know that there's something in the alcove, which is along the hall
before the area containing the storage crane, return to that place and see what you can find—other than skeletons, of course. Fortunately, you'll discover a few things in the alcove, which is actually an Arquebus Support. With these
items on hand, you can now take steps to make the water recede in the flooded room. First, you need to go back down the trapdoor and head to the passage that leads to the passage that leads to the side of the flooded room. Use the Arquebus Support to connect the pipes above where you're standing. You can't go back up the trapdoor's ladder so, from here, take the path
that leads you back to the metal door. That's where you can exit back into the area where the storage crane is. Then head to the flooded room again via the cavern to the right side of the elevated rail. With the pipes now connected, you can redirect water out of the room and decrease the water level that had accumulated in the pit. Start by closing the
two doors at the bottom. Since the Metal Shaft with Handles is still in your inventory, return it where you found it to close the left door. As for the door on the right, keep the door from opening by using the Dagger as a lock. Once both doors have been secured, turn the wheel controlling the water vessels. You should see the funnel at the top of the
mechanism pointing toward Roman numeral II. Water from the pit will be drained using this funnel, prompting the meter at the right to rise to the funnel will point toward Roman numeral I. Go back to the wheel controlling the water
vessels and turn it again. This time, you should see the funnel draining water toward the direction of Roman numeral I. Similarly, the meter to the left will rise to the topmost level. Now that the water has been drained, you can clearly see what's in the pit is
the weight that looks exactly like the one you've used to stabilize the wooden bridge. Since you already know that you can't lift the weight yourself, you're going to have to use the storage crane to do so. To move the storage crane to do so.
the hook from the trapdoor. Unless you do this, you won't be able to move the crane is now located, you can surmise that the second weight in the pit is somewhere around the area we marked in yellow in the image below. Thus, pull the lever of the
crane to the right to make sure the hook will fall into the correct position when it descends into the pit. Then, pull the other lever down to let the hook onto the weight. This will be shown to you via a brief cutscene. Go back down the pit and fasten the hook onto the weight. Then go back up again and pull the crane's lever all the way up.
This should prompt a cutscene showing you the second weight being hoisted up by the hook. Now that you need to find a way to go forward. Clearly, you need to find a way to go forward, setting it right in
front of the elevated railway. Your goal now is to drop the second weight onto the mine cart, hoping that it's heavy enough to bend the track. To do this, you need to make sure that the weight positioned in the middle of the crane. Then, pull the other lever down to drop it onto
the mine cart. When you push the lever to the left, you should be able to see the weight just right above the old mine cart. Upon pulling the crane's lever down, this will trigger a cutscene where you'll see the weight drop onto the mine cart. Upon pulling the crane's lever down, this will trigger a cutscene where you'll see the weight drop onto the mine cart.
while you've managed to find a way up, you've unfortunately taken out your means of going back as the mine cart crashes onto the bridge, causing it to fall into the pit along with the other weight stabilizing the bridge. However, Leonardo remains optimistic since you've found a way to continue your mission. He points out that the railway can be used
as a ladder, allowing you to go deeper into the Order's secret headquarters. After climbing up the rail, you and Leonardo will find yourselves in a vast hall that has an old freight elevator in the middle. It looks as though the place had once been used for supply storage and transport. Leonardo even admires the elevator despite its age... It is more than
likely that you're directly underneath the Order's fortress. Your goal in this part of the chapter is to, of course, repair the elevator. Leonardo is the most capable in this regard, and he has the tools and knowledge for it. However, the elevator is too high for him to reach so he will ask you a favor... If Leonardo's objective is to repair the elevator, your
objective is to find him that stepladder. If you look closely at the image above, you'll see that the stepladder is actually just behind Leonardo, to the left, in that somewhat shadowed hall. The stepladder is actually just behind Leonardo, to the left, in that somewhat shadowed hall. The stepladder is actually just behind Leonardo, to the left, in that somewhat shadowed hall. The stepladder is hanging just beneath a barrel atop a shelf. Of course, getting it won't be that easy as you have no means at the moment to reach it. As is customary
in this game, looking around will prove to be an important and productive activity. After Leonardo asks you to get him a stepladder, the game will give you a panoramic view of the vast area you're in. It can seem quite huge and there are quite a handful of important spots you need to take note of. By looking around, you'll be able to explore these
areas yourself, but here's a quick overview of these important spots as highlighted in the images below. Take note that the centerpoint of these areas is the elevator. So now you have pretty much a rough idea of the stepladder. If you
actually approach the stepladder and try to interact with it, this prompt will appear: In the passage where the stepladder is located, you can get a better view of the barricaded area, which looks like this: Nothing of use seems to be present so exploring other areas would be your next best bet. If you turn right from the elevator, you can get a closer
look at the workbench with a hammer, except it's overrun by rats so you can't access it yet. Beside the workbench, which is left of the elevator, is an overturned supply cart that had crashed. To the left of the workbench, which is left of the elevator, is an overturned supply cart that had crashed. To the left of the workbench, which is left of the workbench, which is left of the elevator, is an overturned supply cart that had crashed. To the left of the workbench, which is left of the elevator, is an overturned supply cart that had crashed.
locked door. If you approach the keyhole, you'll be able to zoom into it, which means it can interact with a key—except it's on the other side of the door inaccessible, let's head to another area, particularly the passage where unused
rails are kept. This one is pretty easy to miss because the spot is a bit dark but right next to you, as you access the area, is a Bent Rail. We've highlighted its position in yellow just before you pick it up for your inventory. This will definitely come in handy later. The last area we haven't explored yet is the rail switch. If you approach it, you'll see that it's
old and rusted, and can't really be used properly. If you stand right in front of the rail switch, you'll see that it can switch the tracks to go in three directions: left to the locked door; middle as it can pass the elevator and into the barricaded area; and to the right past the workbench with a hammer. At this point, you would have already explored what
can be explored in this room for now. And if there's anything the presence of rats have taught us in this game, it's that they're usually an indication that something can be changed in the portal will only appear right where the elevator is.
Upon entering the portal, you will be thrust back into 1465, at the moment when the Pope's army attacked the Order. Unlike the other times you've traveled back to the past, this scene includes other people who are, fortunately, frozen in time. One thing you will immediately notice is that the area is much better lit in this time frame, so it's a good
idea to revisit the spots you've seen in the present to see if there's anything else that you can discover. If you go left and head to the locked door, you'll see that the holes you've seen in the present to see if there's anything else that you can discover. If you go left and head to the locked door, you'll see that the holes you've seen in the present were actually made by a soldier hitting it with an ax. In this scene, the door is still locked so it's still inaccessible. If you look up the door, however, you'll
see that there is actually a platform that you can access once you actually get to open the door and see what's on the other side. The platform is heavily illuminated, which, in this game, often means it's something important. If you head right, you'll see that soldiers have congregated near the workbench with the hammer, and there were definitely no
rats yet. At the passage where the unused rails were kept, you'll see a soldier holding onto a rail, as if preparing to attack with it. This explains why there was a bent rail in that area in the present. Last but not least, if you go to the spot with the rail switch, you'll see a group of soldiers behind a supply cart. In the background, you can also see a ladder
in mid-air just as a soldier had hoisted it up, explaining how the troops were able to reach this area from the secret tunnel below. Upon closer observation of this particular scene, you might notice that the soldiers appear to be ready to crash the supply cart, which is still resting at the end of the railway. If you recall, we mentioned an overturned
supply cart overrun by rats next to the workbench with the hammer. Now we know which way the soldiers crashed this cart. Since you're in the past, switching the direction of where the supply cart will crash can definitely affect the present. However, if you approach the rail switch, you'll see that it's missing a handle and the path of the cart is set to
the right, further confirming that the rats in the present will follow where the supply cart is. Surveying the area again, you'll notice that, at the elevator, there's a soldier who looks like he's about to fall. Next to him is a Mace, which you can use this Mace to serve as the handle for the rail switch. Go back to that spot and insert
the Mace into the handle slot. If you move the rail switch to the middle setting, you'll notice that the mechanism on the track will also move, revealing that it's missing a proper rail. While you have a Bent Rail in your inventory, this will not fit the slot and you'll receive a prompt asking you to straighten out the Bent Rail. Thus, from inference, you can
safely assume that if you prevent the supply cart from crashing next to the workbench, you'll be able to access and use the left track, which will cause the supply cart to crash into the locked door, opening it in the present even if you
don't have the key. That said, set the rail switch to the left track. Then, go back to the present via the Oculus Perpetua to see what has changed. Indeed, the locked door on the left track. Then, go back to the present via the years you can't go
up the platform you've seen illuminated in the past. Fortunately, you're still able to get the key hanging from a hook on the left side of the door. Since you're unable to move forward in this area yet, head to the right and access the workbench with the hammer, which is now rat-free. Zoom into the workbench and place the Bent Rail on the work area.
The locks will automatically loosen to accommodate the Bent Rail, then tighten again to lock it in place. Then, go to the right side of the workbench and turn the hammer is straightening out the rail. Once the process is done, you'll be able to obtain a proper Rail.
However, despite placing a handle on the rail switch, you can't just change the direction of the track in the present as the switch itself has rusted over time, rendering it immovable. Thus, you have to go back again to the present as the switch is and set it
to the middle track. Then, place the Rail in the empty slot on the track. Return to the present again and you'll see that the supply cart has now crashed into the area past the elevator. Thanks to this, the Stepladder has fallen from the shelf and you can now pick it up. From your inventory, drag it to Leonardo so he can use it. While repairing the
elevator, he'll ask for your assistance once more: To accomplish Leonardo's request, pick up the Bent Metal Shaft. To straighten it out, go to the workbench with the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the workbench with the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the workbench with the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and, just like the bent rail, place the Bent Metal Shaft on the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and place the bent rail and the area and turn the hammer and the area and turn the area and turn the area and turn the area and turn the area an
Shaft. Drag the item again to Leonardo so he can use it for elevator repairs. However, he would have one last request before finishing the repairs completely. He notes that your line of sight is initially affixed onto the stepladder
Here, you'll see a pair of Tongs, which you can pick up. Surely, Leonardo won't mind if you borrow some of his stuff. Since you'll be searching for oil, the only place that you have yet to completely access is the elevated platform located above the locked door to the left. Since the supply cart, in this time frame, crashed past the middle track, the door
to the left is just as you found it in the beginning. However, this time, you have the key to open it. Thus, insert the key into the lock and turn it. Upon entering, you'll see a flight of stairs to your right, you'll notice an oil lamp bolted to a
wooden beam. This explains why, in the past, this area had been brightly illuminated during the attack. If you interact with the oil lamp, you'll get a prompt saying that even after all these years, it is still filled with oil—making it just what Leonardo needs to complete his repairs. Since it's bolted to the wooden beam, use the Tongs you've borrowed to
unfasten the bolt. After that, you'll be able to collect the Oil Lamp as an item in your inventory. Head back down and give you the honor of turning the wheel that will hoist the elevator upward. Upon turning the wheel, the elevator will begin to ascend.
Gazing upward, you end this chapter with a peek of what lies ahead at the top of this mechanism... And this concludes Chapter 7 of The House of Da Vinci 3. Indeed, the goal is in sight for you and Leonardo, but after reaching this far into the story, it's clear that things will only get harder and more dangerous from here. Now, you have two factions
coming after you: Borgia and, quite possibly, the Pope, who also happens to control the Order. Will this be a case of "the enemy of my enemy is my friend"? The saga is certainly drawing to a close but anything could happen at this point. What do you think that would be? Share them in our comment section below and stay tuned for the final and epic
conclusion of The House of Da Vinci 3. Following the tutorial, look around, then take the scroll from the guard. Examine the door on the left. Examine the door on the left until the side arms drop
down. Pull the chain on the left to ring the bell, then pick up the small metal object that falls out. Examine the mailbox beneath the door bell. Spin the lid on the top and take the key part, then combine this with your small metal object (slide them together and rotate). Examining the mailbox again, slide the small cover on the front towards the left,
then insert the key into the key into the key note the door, then rotate the 3 discs so their openings point towards the middle. After the explosion, head inside and through the door at the top of the stairs. Chapter 2 Library Turn right and look at the bookcases
along the wall. Zoom in on the left bookcase (number 1), and find the drawing in the right of the scroll seal off to the right, then read the scroll. Examine the seal in your inventory and rotate the middle section to align the arrows, forming a
three-spoked seal. Zoom in on the green pedestal below the box on the left side of the room. Slide the cover to the right, then use the three-spoked seal on the bust and open the helmet to see inside. In this puzzle, you need to move the large
colored stones between the smaller stones of the same color. Now pull open the drawer and take out the glove (on which you mount the Oculi Infinitum). Look back at the opened helmet and use the opened
ornament, which is in the shape of a rose. Also take the piece of wire from here. Back out, then examine the ivory case below the bust. Use the Oculi Infinitum, then focus on the past of the case with the X mark. Slide this to the side, then use the piece of wire on the opening. Rotate this, then pull open the drawer and take the part of wooden
ornament. Back out again, then focus on the left corner of the green pedestal. Drag your part of wooden ornament here, then slide the 3 pieces together to create a flower. Rotate the device that appears, and take out the brass screw into the back, then rotate this to
need it. Take out the small key when you are done. Look at the top of the ivory case and insert the small key, then turn it. Take out the richly-ornamented seal from the top of the lamp in the middle of the room, inserting the adjusted seal here.
 Rotate this clockwise until you can see a light beam coming out from its base. Rotate the scene so this is coming straight down, then rotate the spotlight from the lamp, and take out the book with a leather cover. Examine this in your inventory and
through. Chapter 3 Secret Workshop Read the letter on the table. Look at the top of the siege tower and rotate the wooden wheel from the top until a third one appears. Take the wooden wheel from the table. Look at the top of the siege tower. Attach the wooden wheel to the wooden shaft and turn
it to open the catapult arm. Open the small compartment on the corner and take the small metal part, then press the trigger to fire the catapult arm. Open the small compartment on the corner and take the small metal part, then focus on the top of the large globe.
halves of the cover. There are now three layers of disc here - you need to rotate them so the central holes are all aligned, then you can insert the sun-shaped key and rotate it. Pull open the halves of the outer shell of the globe to reveal a complex-looking surface with two lenses. Back out from the globe for now and look at the smaller desk in the
to the right. Focusing on the central part of the desk, drag the 4 panels out to the corners to reveal an 8-pointed star. Back out and look at the central pillar beneath the desk, sliding up the small panel, then take out the unusual key. Examine this and tilt the disc at the top to adjust it. Go back to the globe again and look at the left disc with the Ocul
Infinitum, then enter the code TERRA. Repeat this with the next disc near the bottom (opening the iris first), then use the Oculi Infinitum and enter the code LAPIS. Repeat this with the next disc near the top (opening the iris first), then use the Oculi Infinitum and enter the code SIDUS. Look at the final disc. Slide the flower ornament up and it will
gradually conquer all of Europe. Start by making these moves: 31 > 14 45 > 29 48 > 32 48 > 19 67 > 38 87 > 77 When the new towers appear, take out the wooden tool in the middle. Spin the tool, then pull out the 8 points from the star. Zoom in on the raised section
and take the model tower. Go back to the opened globe and put the tower in the empty space. Now you can continue with more moves on the strategic map: 36 > 20 48 > 28 60 > 30 88 > 47 121 > 58 After the remaining towers appear, read the new message, then make the final moves: 175 > 100 221 > 123 288 > 46 330 > 143 459 > 34 491 > 300
new shield on the adjacent side. Pull open the covers and grab the metal key from the right. Slide the 2 brass pieces so you can remove the curved engraved crank. Back out and look at the round puzzle next to the siege tower. Put
the blue crystal into the bottom segment. Now you need to solve a Towers of Hanoi puzzle. The goal is to get the tiles to middle, right to middle, left to middle Left to middle to right, middle to right, middle to right, middle to right to left, right to left, middle to right to middle, left to middle to right, middle to right, middle to right, middle to right, middle to right to middle, left to
Infinitum and turn the crank to line up the images on the right. Turn the small wheel at the back of the siege tower, then use the trigger again to light another flame in the distance. Go over to the blue curtain near the new flame and pull the cord to reveal a tall wooden cabinet. Look in the bottom and pick up the tetrahedron. Look up to the top of them.
cabinet and insert the tetrahedron into the triangular hole, then pull open the panel and a puzzle will be revealed below. Back out again and focus on the panel you pulled open, grabbing the disc with grooves. Go down to the puzzle below and insert the disc with grooves here. Use this to rearrange the 4 numbered pieces to match the adjacent
numbers. Now take the hexahedron. Look up to the cabinet and insert the hexahedron into the square hole, then pull open the panel above, grabbing the disc with a
long groove. Go down to the puzzle below and insert the disc with a long groove here. Use this to rearrange the 4 numbered pieces to match the adjacent numbers. Slide out the small wooden catches, rotate the container, then take the three-piece object with a threaded rod. Examine this in your inventory and rotate the ends to create a sphere. Look
up to the top of the cabinet and insert the sphere into the round hole, then pull open the panel and the figure will slide down halfway on the panel below. Rotate the panel below. Rotate the panel and the figure will slide down halfway on the panel below. Rotate the panel and the figure will slide down halfway on the panel below. Rotate the panel and the figure will slide down halfway on the panel below.
one groove here. Use this to rearrange the 4 numbered pieces to match the adjacent numbers. Rotate the wooden cover, then slide the metal cover to the right, so you can take the special geometric object. Examine this in your inventory and move the two small switches, then flip the end pieces to create a dodecahedron. Look up to the top of the
cabinet to see that the hexagonal hole is blocked by bars. Look down to the reseased below. Rotate the 4 corner figures around the rectangle here. Spin around to see
the golden drawer on the other side of the cabinet at the same level. Pull the drawer open and take out the wrench with a cross head. Look at the cross directly above this drawer and attach the wrench with a cross head. Look at the cabinet and take the engraved geometric object. Examine this in your inventory and
rotate the central part, then push in the end pieces to create an octahedron. Look up to the top of the cabinet and insert the octahedron into the diamond hole, then pull open the panel. Take the metal ram's head and the large gear. Go back to the front of the siege tower and attach the ram to the wooden beam near the bottom. Rotate this clockwise
until the mechanism further opens, then take the engraved metal handle. Return to the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert this into the keyhole above the castle and turn it, then 2 of the mechanism near the top. Insert the mechanism near the top is near the top is near the mechanism near the top is near the mechanism near the top is near the mechanism near the mechanism near the top is near the mechanism near the mechanism
Push the rod down that appears. Focus on the opposite tower that has opened. Rotate the device inside, then take out the folding knife. Examine this in your inventory and open it to reveal a knife. Back out and rotate around to the other side of the castle. Use your knife on the knotted rope and cut through it. Shake loose the remaining piece of rope
then open this side of the castle. Insert your large gear. As the front discs on the castle rotate, you will then automatically take out the silver dove crank. Use this on the opening just above, then rotate it clockwise to gradually reveal a hexagonal metal block from the top of the castle.
Remove this, then examine it in your inventory. Rotate the bottom part to expand the block vertically. Slide the large flame. Look at the stone pillar immediately to the
right to see an opening. Insert your hexagonal weight here and the wooden screen will open. Go through the curtains ahead, then use your Oculi Infinitum. Look slightly left and take the forged metal ornament here, which is an aiming device. Use the
Oculi Infinitum again and look to the right to see your target in the distance. Use the crank to the right to rotate the siege tower, then use the trigger again to light another flame. Go through the curtains
to find a new lit area. Use the Oculi Infinitum to see some blue glowing outlines. Turn the large wheels on the statues in line with these glowing outlines (by dragging the slider in the distance you adjust the amounts the statues on each side move relative to each other). Once correct, another set of doors will open and you will
proceed through. Look at the pedestal and read the letter here. Use the Oculi Tempus and trace the discs until you recreate the drawing of the Vitruvian Man. Rotate the domain go the Vitruvian Man. Rotate the discs until you recreate the drawing of the Vitruvian Man. Rotate the discs until you recreate the discs until you recreate the drawing of the Vitruvian Man. Rotate the discs until you recreate the discs until you
goblet, and the pedestal will close, then a secret passage will appear. Look at the torch on the left wall. Release the catch to light the torch, then take it to go down the statue to the left, which is holding a large scythe. Take the metal tool from between the statue's hands. Now click on the 2 metal
then take the wooden shaft. Back out and look near the bottom of the door. Drag two corners down, then smaller wooden pieces out, so you can take a foldable wooden handle. Examine the top of the scythe, and use your screwdriver on it, then
rotate the screwdriver anticlockwise. After the blade drops down, take out the strange key that is revealed. Examine this in your inventory. Drag both bits of the key down to the bottom to create a small completed key. Now look over at the top of the hourglass and
take out the cylinder. Use the Oculi Infinitum while looking at this statue's other hand to see MORS written on it. Look at the base of the left statue and insert the cylinder here, then rotate its letters so the whole message is NOMEN ILLI MORS. After the statue and insert the cylinder here, then rotate its letters so the whole message is NOMEN ILLI MORS. After the statue and insert the cylinder here, then rotate its letters so the whole message is NOMEN ILLI MORS.
take the lever. Now focus on the statue's skull. Pull open the jaw and take out the ornamental handle on the step at the base of the device that is revealed, then turn it clockwise
Pull open both hatches. Insert your wooden shaft on the right of the mechanism, then close both covers over its end. Insert your lever on top of the wheel at the back of the mechanism. Once the drawer on the right opens, take out the large ornamental disc. Insert the ornamental disc into the hole in the main door, then look at it through your Oculi
Infinitum. You need to rotate the outer ring and the smaller individual circles so that there are three pairs of matching symbols on the inner part of the disc. After the door opens, head inside. Chapter 5 Crypt Take the sword from the suit of armor. Back out and turn left, entering the next room. Examine the large sarcophagus, and zoom in on a narrow
hole near the left. Insert the sword here, then rotate it anticlockwise so that a small wooden box appears. Focus on some small scratches near the bottom of the right side of this box, and turn the small piece of metal here so that a compartment slides out. Pull this drawer out further, and pick up a spring mechanism. Examine the drawer more closely
and drag one partition to the right, then another down, and take the small cross-shaped item that is revealed. Rotate around to the left side of the wooden box, and focus on some more scratches near the middle. Rotate the metal latch here to revealed a small hole. Insert your small cross-shaped item and turn it anticlockwise, then take the folding key
that appears above. Examine this in your inventory and open it so it becomes and unfolded key. Rotate back around to the right side of the wooden box, and focus on the middle. Turn the key anticlockwise, then open the main cover of the box and grab the metal wolf's head. Now look at the sliding puzzle in
the top of the box: Slide the pieces from these positions to solve the puzzle: 2, 5, 4, 7, 8, 9, 6, 5, 8, 7. Take out the strange metal tool. Examine this in your inventory and pull the sides up to create a metal tool with arms. Notice the fireplace to the left, and zoom in on the bottom-left corner of the painting above it. Slide the corner of the frame to the
left, then look down on it and take part of a mechanism. Back out 3 times to return to the sarcophagus. Now focus on the 3 holes where a wolf's head is missing, and attach the one from your inventory. Slide this to the left, then examine the recess that is revealed. Insert the part of a mechanism your found in the picture frame, then pull it down and
take out the cogwheel. Beneath here, rotate the disc to the right, and slide up the shaft beneath this. Take a strangely-shaped object from the recess that is revealed. Examine this in your inventory, and rotate the disc until it transforms into a brass cross. Go all the way back out to the suit of armor again. Examine the breastplate and insert your metal
tool with arms, then turn it so the suit opens. Pick up the wooden base with a flint and steel. Examine this in your inventory, and insert your spring mechanism. Rotate the disc at the top, then push the trigger mechanism inwards to create a spring-powered lighter. Back out and turn left, then go through to the fireplace again. Look at the bottom of the
fireplace and attach your cogwheel, then rotate it anticlockwise to lower a pair of latches. Back out and look at the left of the fireplace grate. Lift up the small latch on the left, then lift the main lid. Insert your spring-powered lighter, then
close the lid again. Drag the straw closer to the lighter, then pull the lighter's trigger until the fire is lit. Look in the small wooden wheel. Examine this in your inventory and rotate both the top and bottom halves to end up with a wooden pulley. Look into the fireplace and retrieve your spring-powered lighter
from inside the metal fixture. Turn around and look at the shelves of skulls on the wall behind you. Take the drawing from this shelf Viola Organista. Go back out to the knight will stand up. Press the button on the armrest, then take the lever with a triangular
left panel, then pull it upwards - this will raise the left cage over the sarcophagus. Look at the left side of the sarcophagus more closely, and use your Oculi Infinitum. Turn the wheel to move one of the sarcophagus the Oculi Infinitum.
and drag the knob all the way around the circuit to the far right - a small tower will rise up from the top of it. Open the tower further and take out the brass cylinder. Examine this in your inventory and pull it completely open to reveal a lever with an octagonal shaft. Look
approach the small wooden cabinet with 3 panels again. Insert your lever with an octagonal shaft into the middle panel, then pull it upwards - this will raise the right cage over the sarcophagus. Spin the 4 outer discs, then spin the large middle disc, and another small tower will rise up here. Look more closely
at this and rotate it to see some numbers. Use your Oculi Infinitum for a hint about another number in the sequence. Set the numbers to the Fibonacci sequence from bottom to top (I, II, III, V, VIII, XIII). Pull open the bottom segment of the tower and take out part of Da Vinci's model. Focus on the top of the tower and insert this part. Pick up the
             metal object that is revealed. Examine this in your inventory and twist the handle to turn it into a star-shaped medallion. Insert this into the back of the tower, then slide it down. Open the tower fully and take out the wooden cylinder. Examine this in your inventory - slide the latch, then fold the arm until you create a crank. Use this on the
hexagonal hole on the top of the sarcophagus next to the tower, and turn it until you can't turn it any more. Focus on the wooden cube that has now appeared here. You need to drag the letters around to these positions: After the inner mechanism rotates, insert your cogwheel on an axle into the blank space. Focus on the top of the panel that you can't
now see, and turn both circular latches, then pull down the next two latches. Take the four-tipped medallion from the inside of the opened door, and take the empty flask from the main compartment. Look in the bottom of the main compartment and slide a panel to the right to reveal a puzzle. Slide the 5 pieces to the center. Now look at the right side
of the sarcophagus. Turn the right circular mechanism so the opening is at the bottom, and a panel below will slide away. Slide the cover at the top to the right circular mechanism. In the maze that is revealed, you need to move the 3 shields into the correct holders, and slide them to the end of the paths: Triangle Shields
Left holder Diamond Shield: Bottom holder Hexagon Shield: Top holder Take the metal cylinder with rings. Back out and approach the desk along the wall (to the left of the fireplace). Read the letter, then focus on the middle panel of the small cabinet. Insert your four-tipped medallion here. Now you need to rotate the four discs so they are
surrounded by matching colors. From the starting position, rotate these discs in a clockwise direction: Yellow 90° Blue 270° Yellow 90° Yellow 90° Blue 270° Yellow 90° Blue 270° Yellow 90° Blue 270° Yellow 90° Y
drawer. Now look inside the opened right drawer and pick up the weight-shaped tool. Back out and look at the end of the tube with flowing fluid - attach your empty flask here, then push it backwards until an opening is revealed above. Insert your valve mechanism here. Use your Oculi Tempus - trace the shape, then drag the time-line until you see
liquid flowing. Now adjust the 3 handles on your valve mechanism to match those in the vision. After the flask until the door to the right is fully opened. Lift up the small latch on the left, then lift the main lid. Insert your spring-powered lighter, then
close the lid again. Pull the lighter's trigger. After the top of the machine rises, take out the ornamental head. In your inventory, examine the metal cylinder with rings, and attach your ornamental head. Push the head in to create a lever with a square shaft. Back away from the desk. Walk towards the large wooden doors, then turn left and approach
the small wooden cabinet with 3 panels again. Insert your lever with a square shaft into the right panel, then pull it upwards - this will raise the model from the small compartment that opens on the corner - if you are not fast enough,
press the button and try again. Also press the button from where you found the roof, and a large palace will rise up from the sarcophagus. Back out for now and return to the standing knight. Look at the top of its helmet to see a depression with four points sticking out from a middle circle. Examine the weight-shaped tool in your inventory. One of the
6 points is fixed out. Working anticlockwise, pull out the next one, then leave one in, pull one out, leave one in, pull one out - there should now be 4 points sticking out. Use the weight-shaped tool in this configuration in the top of the helmet, then rotate it to reveal the knight's face. Spin all 3 face segments around to see a series of 3 segmented
cylinders. Use your Oculi Infinitum to see glowing markings on the cylinders, and rotate the segments to create a completed star. Take the special key, then take the large lens on a long shaft. Examine this in your inventory and drag the bottom up to create a large lens on
a tripod. Go back to the fireplace and put this tripod in front of the fire. Rotate this until you see a focused light beam, and point this towards the palace on top of the model will rise further. Look at the front of the palace near the
the palace. Insert your medallion on the left. Rotate all 3 discs, then drag the rope symbol to the far right. Rotate around to the back of the palace to see the next puzzle: From this starting position, you need to move the red piece to the very top. Here is one solution (move all pieces as far as they can go): Move C up Move E right Move A left Move B
left Move G up Move D left Move B right Move B right Move E left Move E down Move E left Move E down Move E right Move B r
sides to reveal a lens on a long shaft. Place this in the holder, then drag the holder down, and the lens will catch the light beam. Rotate the holder to the left, and the left side of the palace, where there are 6 small shields. If these are numbered 1-6 from left to right,
press them in this order, discovered by trial-and-error: 5, 6, 4, 1, 2, 3. Once the high tower rises up, turn the wheel inside here, then pull open the next segment. Turn the wheel inside here, then pull open the next segment. Turn the wheel inside here, then pull open the next segment. Turn the whoel inside here, then pull open the next segment. Turn the whoel inside here, then pull open the next segment.
pick up the strange lock mechanism. Read the folded letter here, then back out from the desk. Look more closely at the small wooden box on the wall here, and insert your strange lock mechanism. Rotate the 3 dials on the right to create 3 matching lines on
the left (the red should start in the middle and end at the top). After the cannon ball rolls down, insert your wooden handle into the large gear, then turn the gear clockwise until it stops. Go through the opened doors. Chapter 6 Armory Go around to the large wooden table and pick up the cube. Examine this in your inventory and pull out the segments
         become free, until you can take a small metal key from the top. Read the crumpled note on the table, Next look at the puzzle board standing in the nearby corner of the room, You need to drag the green emerald all the way to the right through this maze: Follow this path through the junctions: I. I. C. D. E. O. S. O. P. K. K. P. T. L. I. H. K. L
Now you can take the emerald-topped gold fitting. Back out for now and go around to see 3 skulls etched on the side of the tank until you find a small wooden table against the wall. Pick up the metal cross from here. Turn around to see 3 skulls etched on the side of the tank until you find a small wooden table against the wall.
etched here, with markers surrounding them. There is also a small wooden box, where you can insert your metal cross. Drag this down and take the small wheel in the ledge here and turn it clockwise to open the window shutters. Go back
around the tank to find a drawbridge leading to a closed metal door. There are 4 winches that you can turn to adjust the shield images above the doorways, and the pattern you are looking for is based on the etches you have seen: skull-rabbit-skull. From the starting position: Turn the second winch until you see a rabbit on the second
shield Turn the first winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the third shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the fourth winch until you see a skull on the first shield Turn the first shiel
metal doorway. Look at the series of 5 rings in the right wall here. You need to rotate them so you can see the openings in this order: 2, 1, 3, 4, 5. Now open the small hatch and take out a wooden handle. Now focus on the lock on the gate ahead.
Press the small square brick just above and left of the lock, and the lock will open. Push the gate further open, then approach the large chest. Turn the right dial until you see a partial keyhole, then turn the left dial to see a complete keyhole. Insert your small metal key and turn it to open the chest. Look inside and pick up a dagger. Examine this in
your inventory - turn the dial on the hilt, then take the ruby-topped gold fitting from the end. Next look at the inside of the lid of the chest. Slide the top and bottom middle diamonds over the scratch marks, then pull open a secret compartment and take a metal lever. Return back upstairs and approach the small table against the wall again. Turn the
gear against the wall to the right so you are displaying a half-green and half-green and half-green and half-green and half-green half of the shield). Use your ruby-topped gold fitting in the middle of the circle of controls on the right (matching the green half of the shield). Use your ruby-topped gold fitting in the middle of the circle of controls on the right (matching the green half of the shield).
green circle anticlockwise 90° so the open slot is to the left side. Rotate the red circle clockwise 90° so the open slot is to the right side. Examine this in your inventory. Add the wooden handle, then slide the two objects together and turn the handle. This
will create a lever with a massive metal head. Go back to where you started, and head up the small stairs to examine a hatch on the large circular tank. Use your Oculi Infinitum to see the inner workings of the lock, then follow these steps: Slide the top locking pin into the middle wheel, then rotate the wheel and slide this pin to the middle right
bracket Slide the top-right locking pin into the middle wheel Slide the bottom wheel Slide the bottom wheel Slide the pin in the middle wheel diagonally down to the right Slide the pin in the bottom wheel up
to the middle wheel Slide the top-left locking pin into the top wheel Slide the bottom-left locking pin into the bottom wheel Now you can pull open the hatch. Use your lever with a massive metal head here, then pull the lever to open the hatch. Use your lever with a massive metal head here, then pull the lever to open the hatch. Use your lever with a massive metal head here, then pull the lever to open the tank. Go inside and read the letter on the stairs. Back out, then focus on the cannon to the right. Attach your metal
lever to the wooden beam just right of the cannon, then pull the lever to release some cannonballs. Back out to the cannon, then pull the lever just to the right, and the loaded cannon will face forwards. Focus on the loaded cannon, then aim at one of the
clay pots and pull the left lever to fire. Keep loading the cannons, then aiming and shooting the clay pots until they are all destroyed. Back out of the window where you opened the shutters earlier. Pull the chest forwards and examine the lid. There are 5 latches down the middle that you need to slide out of the way (either left or
right). You must first adjust a series of blockers on the left and right: Move the first blockers on the left to their middle position Move the second blockers on the left fully up Move both sets of blockers on the left and right: Move the second blockers on the left fully down Slide each of the latches to one side Now pull open the chest lid and take a metal crank. Enter the tank and climb up the stairs.
Insert the crank into the mechanism, then rotate it until the arrow marker points to the far left, Chapter 7 Tower Once you reach the window, Slide each part of the frame away from the middle, then open the window, and climb through. Go down the stairs twice, then continue forward and you will look out to a small machine on a
platform protruding towards the middle of the tower. Turn back to the right and look down behind the frame against the wall to find a drawing to pick up Revolving Bridge. Now examine the small machine on the platform. Rotate the wheel until you can see a hexagon and a diamond formed by the rotating shape segments. The stairs will change, and
you will automatically continue forward. Pull open the wooden gate, then go further forward and look at the diamond-shaped opening on the left and right to position the moving golden symbol over the fixed silver symbol. Go up the new stairs and take the ring-shaped part of a device in front of you. Back out and
turn right, approaching the wardrobe with the large golden disc. Focus on the disc, and rotate the silver ring so its openings point to the left and right - the 2 knobs will slide towards the middle of the disc. Now rotate the silver rings so they have matched openings at the top and bottom - 2 more knobs will slide towards the middle of the disc.
Rotate the knobs clockwise until the center aperture is completely opened, and a metal ball emerges. Rotate this ball so you see 3 complete shapes (circle, square and diamond) merging with the pattern around the edge. Now take the small
button in the middle, then rotate the star so there are matching symbols around the edges, and slide the doors completely open to reveal a puzzle with 4 levels. Drag your square medallion here to activate. Now use the controls at the bottom to move the medallion around the puzzle, going over each space once. Here is one way to solve each level: Up,
right, down 3 times, left 2 times, up 4 times, right 3 times, left 2 times, up 7 times, left 2 times, down, left 2 times, down, left 2 times, up 3 times, right 3 times, up, right, up, left, up, left, up, left, down, left 2 times, up 3 times, right 3 times, up 4 times, up 3 times, right 3 times, up 7 times, left 2 times, up 8 times, up 9 times, up 9 times, left 2 times, up 8 times, up 8 times, up 8 times, up 9 times, 
right, up, left 2 times, down, left, up, left, down 2 times, left, up, left, down, left, down 2 times, right, up 2 times, left, up, left, down, left, up, left, down, left, up, 
times, down, up, down 2 times, right 2 times, right 2 times. Look in the top of the cabinet and take the cogwheel. Read the crumpled note. Use your Oculi Infinitum and move the papers until you find one with 4 glowing symbols: hexagon, circle, diamond, square. Return to the wardrobe with the large golden disc, and insert the cogwheel into the spinning
mechanism. Wait as the wardrobe transforms, Drag the symbols at the top into the same order as the glowing symbols you just found (hexagon, circle, diamond, square). Now pull the lever on the left and the wardrobe will transform again. Pull open the drawer at the bottom, and take the silver disc and the golden dial with a cogwheel. Go up to the
top of the stairs again. Examine the part of a device you got from here earlier, and attach the golden dial with a cogwheel, then push them together and rotate - this will create a dial gear assembly. Use this on the large round machine. There are 4 discs that you can turn below, but you don't know the correct settings yet. Return to next to the ornate
strongbox you opened earlier, and look at the round astrolabe. Use your Oculi Tempus - trace the shape, then drag the time-line back until the 4 markers all line up at the top. Spin the middle disc on the machine to achieve the same position, then pull the lever on the left. Take
the small key from the new opening in the machine. Stop using the Oculi Tempus, and turn to look at the strongbox. Slide the golden pyramid down to reveal a keyhole, then insert your small key and turn it. Grab the strongbox. Slide the golden pyramid down to reveal a keyhole, then insert your small key and turn it.
symbols for each number, then go back to the top of the stairs. Adjust each of the discs to show the following symbols from left to right: Full white moon (right 1-segment yellow moon Half white moon (right half white moon from left to right: Full white moon (right half white moon from left to right: Full white moon 
changing symbols around the edge. Grab the marker around the edge and drag it to get the different inner symbols overlapping and the blue will change to white, then the whole device will rotate. You will be looking up at a box beneath the device. Use your strangely-shaped tool on it and turn the device to open a compartment, then take the key with
a cross-shaped head from inside. Go back to the astrolabe and insert this key in the middle. Turn the key anticlockwise until the 4 markers all line up just left of the bottom. Manually drag the 4 markers to this position, then stop using the Oculi
Tempus. Pull the lever on the left, then take the silver four-tipped medallion. Note the 4 markers around the associated symbols, then go back to the top of the stairs. Adjust each of the discs to the new settings: Crescent white
moon (right 2-segment white crescent) Crescent yellow moon (left 2-segment yellow crescent) The central display should now be glowing blue again. As previously, use the marker to overlap the inner symbols and the device will rotate.
compartment down and take the ironbound wooden wheel. Back out and use the small machine in front of you. Rotate the wheel until you can see a diamond and an octagon formed by the rotating shape segments. The stairs will change back to their starting configuration. Go all the way back up to where you entered. Examine the wooden contraption
here. Insert your silver four-tipped medallion on the front, and your ironbound wooden wheel in the top. Climb down the stairs through the new opening. Chapter 8 Time Machine Look just to the right of the boiler to see a small bookcase against the wall. Zoom in to the bottom of this to find a drawing Flying Machine. Back out again and look left to
see number II. Turn the cogwheel beneath this until it comes off in your hand. Now look at the 4 levers so their inner mechanisms are aligned - this will adjust one of the boiler. There is a lever on the wall,
and further to the right there is a square hole in the wall. Insert your cogwheel into this hole, then use your Oculi Infinitum again to see a hidden mechanism behind the wall. You can use the cogwheel on the right to select which tumbler to move, and the lever on the left to move the tumbler up or down. From the starting position, you can get the
tumblers into position with these moves: Select tumbler 6, move lever up Select tumbler 6, move lever up Select tumbler 6, move lever up Select tumbler 3, move lever down Select tumbler 6, move lever up Select tumbler 8, move lever up Select tumbler 9, m
Select tumbler 5, move lever up Select tumbler 1, move lever up Select tumbler 2, move lever down Select tumbler 3, move lever down Head through the gate and up the stairs. Head over towards the desk on the right and read the letter. Pick up the wheel with four handles, then
focus on the microscope. Look at the back of the microscope and pick up the empty test vial. Back out 4 times so you are at the top of the stairs, then look left and go to the workbench. Focus on the front of the table - attach your wheel with four handles, then turn it clockwise until you can remove the barrel screw. Now look at the next device to the
right, and insert the barrel screw here. Turn this clockwise, then open the gate and pull the lever to lower a shelf nearby. Go to the shelf and pick up another wheel and a wooden box. Go back to the desk with the microscope and place the wooden box on the right. Open the latch on the top of the box, and it will completely open. Take the small lens
from the side of the box. Back out twice and examine the microscope. Use the lens on the rotated cap on the microscope, then rotated to the microscope, then rotated to the microscope, then rotated to the microscope. Use the lens on the microscope, then rotated to the microscope.
and the lever until the 4 mechanisms are aligned - this will adjust another of the three components on the front of the boiler. Examine the dripping green liquid from near the number III, and collect some in your empty test vial. Go back upstairs and place your filled test vial in the stand behind the microscope. Now look to the left and rotate the mirror
next to the flame, to focus the light on the test vial. Use the microscope and turn the lens to focus the image. Notice that all the shapes in this liquid are tetrahedra. Take the medallion from the opened compartment at the base of the microscope. Back out so you can look at the right side of this table. Insert the medallion here, then rotate it, open the
hatch and pick up a lever from inside. Head downstairs once more and approach the number I. Insert the lever around to align the inner mechanisms. From the starting position, move the lever down, far left, down, far left, down, far left, down, far left, up, to the middle
down twice and far right - this will adjust the last of the three components on the front of the boiler and pull the three locks open, then lift the main lid. Pick up the small flying machine model on the stand in the middle of the opened wooden
box. Now look through the lens on the front of the box and rotate until you can see 3 pairs of symbols - you are looking for a square with a cross through it to appear on the far left (this is actually an octahedron viewed from one end). When you are correct, the purple vial will stand up. Pick up this full test vial, and place it on the stand behind the
microscope. Turn the stand, so that the light is hitting the purple vial. Use the microscope and turn the lens to focus the image. Count each of the different shapes you can see here: there are 4 dodecahedra, 2 octahedra and 8 tetrahedra. Take the golden handle from the opened compartment at the base of the microscope. Go downstairs again and use
the Oculi Infinitum to see a glowing symbol to the left of number I. Now focus on the boiler and insert the golden handle in the small hole to the right of the opened segment. Drag the handle to the left of number I is a dodecahedron, and there were 4 of
these in the purple liquid The green liquid The green liquid Coming from number II is associated with octahedra, and there were 2 of these in the purple liquid The code you need to enter in the new opened segment of the boiler is therefore 428. Rotate the
red dials on the left to display these numbers: Now look below this segment and rotate the 3 dials here to show the symbols that were paired with the shapes on the sails of the flying machine model: I - dodecahedron - looks like a saxophone III - tetrahedron - looks like a simple loop This segment will now
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close, and the previous one will be active. Look left and pump the handle 5 times so the gauge is completely filled. Now you need to light the 4 runfortunately the 4th lighter will break and fall off. Use the pump handle again, then use lighters 5, 3 and then 4 runfortunately the 4th lighter will break and fall off. the room to look inside a partially-opened wooden cabinet. Pick up the lighter from inside. Go back downstairs and cross the room to the cabinet, now taking out a lever. Go back to the top of the stairs and use the Oculi Tempus to see some white splatters. Click on these, then trace the shape, then watch the time-line. Stop using the Oculi Tempus, then go over to the left of the microscope table. Insert your lever on the left. To adjust the gauges, you move the bottom guide to where you want to remove liquid, move the top guide to where you want to add liquid, then pull the lever. You need to set the gauges as follows (based on the vision you just saw): Now pull the large lever forward. Official Playthrough | Blue Brain Games - Part 6 of 9The House of Da Vinci 3 - Official Walkthrough : Chapter 6 - Return To Luca's Villa from Blue Brain GamesGot a Video? Submit video links to share them with our users. Another adventure in The House of Da Vinci 3, where chapters 5 and 6 await you. I'm here to help you with them with a thorough walkthrough. Follow my steps exactly in order to be able to finish these chapters. As you saw in my previous article for The House of Da Vinci 3 chapter 4 walkthrough, Leonardo will guide you around here as well. In this next chapter vou'll help them escape, so follow my guide and make sure you don't skip any steps so you won't encounter any problems. To go outside you need to go up the stairs to your right and through the hole. Move along the railroad and you'll find the men trying to break the door. Use the Oculus to go back in time. Now you can go to the device in the garden. Rotate the cart and push the cart to the right. Go to the lever on the left and pull it to the right to turn the platform with the cart starts moving and hits the two men, helping the others escape. Check out the rock on the left, go around it, and turn the pieces so they make an infinity symbol. Look under the stone and take the lever from there. Move to the round door in the pieces till it gets a T shape. Use the T lever in the mechanical part right under the center. Rotate the T lever and pull on the right one to bring the empty triangle to the left, circle by circle. Here's how to position them in order to solve it: After entering the cave, there's a device on the left that you need to push all the way to the bridge in order to lower it. The bag is already in the middle where the bridge is, so all you have to do is push the vertical handle down so it lowers the heavy bag. Now you can go over the bridge and through the tunnel on your right. Look at the device on the right wall next to you. Use the Ocuclus to know how to solve the lock puzzle. Move the right handle and pull down on each bar to unlock it. Here's a video to help you solve it. Spin the wheel on your left clockwise. Walk the platform you opened up. Pull the handles up to release the first little door and take the metal shaft. Move back up the stairs and check the door over the bridge behind the man. Take the wooden plank with you and push the device with the wheels from the other side, back towards the entrance. Lower the hook over the grate in the ground and go there to secure the hook on the ring of the gate. Now you can pull it up so you open the door you found earlier. But don't go through, go back to the tunnel and forward. Use the metal shaft on the gear in front of you. Turning it will make something fall on the other side. To reach that part you need to go back to the main area and move towards the entrance. There's an opening to your right with a skeleton inside. Take the letter, the arquebus support, and the dagger. Go back to the man in the cave and release the gate in the ground then start pushing the device towards the bridge again. Go through the gate on the left, to the tunnel with the wooden plank and over it. Fix the water gutter with the Arquebus support. Now go there on the other side through where you first found that place. Put the metal shaft back in its place, then the dagger to hold the other small door. Go spin the wheel and then move to the hook to the device with the wheel and then move to the hook to the right and lower it over the sandbag from under the bridge. Go to the sandbag and make sure the hook is holding to the loop on the sandbag, so you're able to pull it up using the device. Now push it to the other side of the bridge. Move the sandbag to be in the middle and drop it. Go over the rails that fell, through that hole. Check the surrounding area, the rails on your right, from where you're starting, lead to a dark cave. Grab the bent rail from the ground and use the Occulus to go back in time. Go to the soldier that is falling in the mace in the hole to act as a lever. Pull the lever to the far left and go back with the Occulus. There's a device on the right rails that can straighten your bent rail. Turn the lever and let it straighten it. Check the door that was closed earlier and go through it. There's a key on the wall to your left. Go back through the Oculus and fix the rail by moving the lever to be right in the middle, and put the rail in your inventory on the left side. Now go back with the Oculus to the present day and move to the cave right ahead, where the rats are. Take the stepladder from the ground and give it to the man to fix the device. There's a bent metal shaft you need to get to that device to get it straight like you did with the rail. Take it to him to and he'll use it to fix the mechanism. He needs you to find him some oil. Grab the tongs on the stepladder. Go open the door on the left with your key and go up the stairs here. Use the tongs to unscrew the lamp off the wooden pole. Take the Oil lamp and bring it down to give it to him. Once he's done you need to turn the wheel to be able to leave here. Wrapping up And now your mission is done. But the adventure of The House of Da Vinci 3 is not over, there are more chapters to come and I'm here to offer you a walkthrough for each one. My video with the walkthrough for Chapter 5 and 6 will help you understand better how I finished them. I'm positive we'll meet again in my next article for The House of Da Vinci 3 Chapter 7 walkthrough, where the story will get even more interesting. Till next time, have fun! Aylin is a content creator and co-founder of App Amped. She was a huge Tomb Raider fan before moving on to more casual titles. She spent way too much time tending for her FarmVille farm as well as playing text-based browser games. Now she plays and writes about mobile games, creating in-depth walkthroughs and useful quides. Skip to main content Reddit and its partners use cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

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