

I'm not a bot



Black and white game cool math

In the game Escape the Black and White House, you are trapped in a mansion that is filled with mysterious items, and completely void of color. It is up to you to navigate through the house and figure out how to escape. You will need to be clever if you want to make it out quickly.How to Play Escape the Black and White HouseLearning how to play Escape the Black and White House is easy as pie. This is because you don't need to use the keyboard at all, the only thing you need to use is your cursor. Simply click the arrows on the screen to go from room to room and figure out how to solve the puzzles. Strategies to Escape the Black and White HouseUnderstanding how to complete Escape the Black and White House is no small feat. This game has been known to stump players for a while, sometimes even over an hour! Due to this, you might need a few small tips to help you cut down on your time. Not to worry though, we have some straightforward ways to help out beginners.Get creativeIn order to beat this complicated escape game, you will have to be willing to think creatively. It isn't as straightforward as you might think, even at the very beginning of the game.For example, one of the first puzzles that you must solve is figuring out a combo lock in the basement. You will see a box that has the code 8L08 written on it. While this may seem like total gibberish, if you read the code upside down it will give you the four digits 8078. Enter this code into the briefcase and you will be given an electric drill that you can use to your advantage. This is just one of the many hurdles that you will face.Use your itemsAs you continue going around the house, you will find all kinds of items to use. They can really be anything, from loose doorknobs to a box of matches. Some of them might not seem necessary, every single item will be important down the line at some time or another.Try to think about how each item could be utilized. For example, if you have an empty cup, you might want to look for a way that you can fill it with something. This is a constant in pretty much all escape games, whether it be something easy like Metro Escape or something more difficult like Trace.Take pictures There are a lot of secret codes that you will stumble upon while exploring the house. These codes can be hard to remember. Due to this, it is a big time-saver to just take a picture of the hints that you are given. You can either just use your phone to capture the code, or take a screenshot on whatever device you are using. Clear your headAs you try to Escape the Black and White House more and more, your mind can start going a little bit crazy. If you ever hit a wall and can't find any more solutions, try to take a small break. Do something that isn't on a screen, like going for a walk or getting a snack. After you have cleared your mind for a few minutes, come back to the game and see what happens. Oftentimes, new ideas will pop into your head, and you will likely be able to make progress in a way that you had not thought of before your break.So now that you have learned a few strategies on how to play Escape the Black and White House, get out there and give the game a try! See how quickly you can find the exit and rediscover color. HomeCategoriesSearchProfileEN HomeCategoriesSearchProfileEN Escape From Castle Claymount is a fun point-and-click adventure that challenged my wits and forced me to think outside the box to solve its riddles. If you need help with certain puzzles, here's a complete Escape From Castle Claymount walkthrough that will quickly guide you from start to finish! Complete Escape From Castle Claymount Walkthrough [...] Bloxorz is one of my favorite Cool Math Games, and it gets challenging as you progress through the levels. Your objective is to get the cuboid block through the hole at the end of the level. However, you may have to play with some bridge-activating switches and be mindful of your movement to succeed. Here's [...] If you're a fan of virtual escape room games like me, Cool Math Games is a great place to while away the downtime hours. If you're stuck with any of the puzzles in Escape the Black and White House, read below for my complete walkthrough. Escape The Black and White House Walkthrough Guide You start [...] Boba Simulator is a lemonade stand-style game for the new generation, created by Napas Torteeka and hosted on Cool Math Games. This cute setup has you play a cat running a boba tea stand; there are a whole host of upgrades, extra toppings, and goals to keep in mind, which we'll help you with int [...] In the Cool Math Games puzzler How Smart Are You, the year is 3518 and you've detected intelligent life on a distant planet. If you encounter any problems trying to solve all the puzzles, read on for my full walkthrough. Complete How Smart Are You? Walkthrough Playing the game is relatively straightforward, as you'll move [...] Black White Puzzle is using Black and White Chess to build a puzzle game. Same as Chess, the chess has two colors Black and White. When you flip it the color will turn. The puzzle rule is simple, you only need turn all the cheeses to white color. Is it easy? No, absolutely not! Try it you will known why. Again, it is a puzzle game not chess If you're a fan of virtual escape room games like me, Cool Math Games is a great place to while away the downtime hours. If you're stuck with any of the puzzles in Escape the Black and White House, read below for my complete walkthrough. Image by Pro Game Guides You start the game having fallen asleep at home and then woken up in a strange room, where everything is black and white. You can navigate rooms by clicking the arrows on the screen, while any objects you can interact with will change the cursor to a hand. Select either the left or right arrow, then click the boxes on the right of the screen (a1) to find and pick up a Battery Pack. Also, note the word BLOB written on the box on the shelf (a2). Screenshot by Pro Game Guides Shortcut: You can use the image above to open the case on the shelves (a3) to find some Fish Drops. You won't discover this code until later but you can use it now. Image by Pro Game Guides Return to the first screen, put the code 8078 into the lock on the suitcase (b1), because this is BLOB upside down, and take the Drill. Select the battery pack in your inventory, then click the drill to combine them to get a Drill, Ready To Use. Flip the screens once more and use the drill on the barrel (a4) to empty its contents. You can now collect the Barrel. Place the barrel under the door by clicking the door (b2) and click the door to move into the next room. Image by Pro Game Guides Open the second cupboard from the right (c1) to find a Bottle of Cleaner, and then click the left arrow. Image by Pro Game Guides Take the Drawer Knob from the fruit bowl on the table (d1), and then click left once more. Image by Pro Game Guides Select the phone on the wall (e1) to see a code on the screen, #3839, and then go back to the kitchen table screen and click the door to go through. Image by Pro Game Guides Click the floor under the sofa to find and pick up a DVD (f1) and then turn to your left. Image by Pro Game Guides Add the drawer knob to the drawer (g1) and then open it to find some Matches. Image by Pro Game Guides Go left again and click the squares near the bottom of the grandfather clock (i1) so that they match the pattern on the books you just discovered. A Magnetic Ball will appear in the same spot, so pick it up. Use the matches to light the fire (i2) and then take the White Key that appears on the statue's head (i3). If you haven't already, you can now go through the door next to the sofa (f2) to return to the kitchen, use the white key on the door next to the bin (e2) to regain access to the basement, and get the fish drops. Image by Pro Game Guides Select the stairs next to the sofa in the living room (f3) to move upstairs. Use the fish drops on the fish tank (j1) to reveal and take the Black Key that appears on top of the tank. Image by Pro Game Guides Open the door on the left (j2) and enter the bathroom. Click the tap (k1) to turn on the cold water and then open the cupboard above (k2) to find a Toothbrush. Use the matches to light both candles above the bath (k3) to reveal a pattern on the mirror. Screenshot by Pro Game Guides Head downstairs and use the code you just got from the bathroom mirror (see above) to open the box on the shelf to the right of the TV (h3). Take the Screwdriver. Return to the landing with the fish tank and use the black key to open the other door (j3) to enter the bedroom. Image by Pro Game Guides Turn to the desk and open the top drawer of the cabinet (l1) to find an Old Record. Image by Pro Game Guides Switch to the right and notice the clock (m1) says 6:38, but the hint asks what they would be in the 24-hour clock (so 1838). Click the book on the shelf below the clock (m2) to find a code, with numbers matching up to symbols. Image by Pro Game Guides Move right once more and enter 1838 into the lock on the sliding doors to open them. Take the Empty Cup from inside (n1) and then head back to the bathroom. Use the empty cup in the sink there to get a Cup of Water. Return to the bedroom and use the cup of water on the plant next to the sliding doors (n2), which reveals a second Magnetic Ball (take it). Image by Pro Game Guides Use the spray on the mirror above the plant pot next to the door in the bedroom (o1), and then use the toothbrush to wipe the mirror clean and reveal an arrow code (right, up, left, down, right). You can now use this code on the box on the righthand table by the bed (m3) to open it and find a third Magnetic Ball. Screenshot by Pro Game Guides Go right back down into the basement and place the old record on the record player (b3). Note that the record playing is ELVIS. This is the code you need to open the box underneath the fish tank upstairs (j4), from which you can grab a fourth Magnetic Ball. This just leaves the box next to the door in the bedroom (o2). The code you need is OEOY (from 3, 8, 3, 9, which was the number on the telephone, via the symbols in the book by the bed). See the image above. This gives you your fifth and final Magnetic Ball. Use the screwdriver to remove the heart painting on the wall next to the bed (m4) to discover a safe. Add the five magnetic balls to it, click the lever, and open the safe to find a Silver Key. Go back downstairs, use the key on the door next to the chest of drawers (g2), and you can finally escape the black and white house! For more great free escape game walkthroughs here at Pro Game Guides, check out How to beat Trace Escape Room - Trace Walkthrough and How to beat Must Escape the Haunted House (Cool Math Games)!