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## Darkness and flame 2 bonus chapter walkthrough

**Darkness and flame 2 bonus walkthrough.   Darkness and flame 3 bonus chapter walkthrough.   Darkness and flame 1 bonus walkthrough.   Darkness and flame 2 missing memories bonus chapter walkthrough.   Walk two moons chapter 40 summary.   Darkness and flame 4 bonus chapter walkthrough.**

Welcome to the Darkness and Flame: Missing Memories walkthrough! This comprehensive guide provides annotated screenshots from actual gameplay to help you navigate the game's challenges. Whether you're seeking a reference or a roadmap to complete the game, we hope this information is useful as you play through the adventure. Use the walkthrough menu below to quickly jump to any stage of the game where you need guidance. This official guide was created by Nina de Boo and is protected under US Copyright laws. Unauthorized use, including republication in whole or part without permission, is strictly prohibited. Take RAZOR (A). Open backpack, use RAZOR and remove rope; take diary and VALVE (B). Take MUG (C). Place VALVE and MUG; receive MUG OF WATER (D). Use MUG OF WATER (E). Open (F). Go forward and left. Take ROAD SIGN FRAGMENT (G). Open jacket; take capsule and PIPE (H). Take and place seat (I). Take CROWBAR and BAG OF CHARCOAL (J). Use PIPE; open crate and take PUMP and JACK (K). Place JACK (L). Walk down. Take FLAT TIRE with ROAD SIGN FRAGMENT (M). Use CROWBAR (N). Play HOP (O); receive UTILITY KNIFE. Go (P). Open BAG OF CHARCOAL with UTILITY KNIFE; take CHARCOAL. Place CHARCOAL (Q). Place FLAT TIRE and use PUMP (R). Go (S). Knock; take BUTTERFLY (T). Take STONE; attach hose (U). Move boards; take STONE (V). Take CASKET; place stone and two STONES (X). Take BUTTERFLY (Y). Place two BUTTERFLIES (Z). Solution: 2-1-3-4-5-2-1-4-7-5-4-6-3-1-2-5-4-2-1-4-6-3-4. Go (A). Move recipe and take KEY. DEER FIGURINE and KNIFE (B). Use KNIFE; take SNAKE FIGURINE, BOTTLE OF ACID and HAMMER (C). Use KEY (D). Play HOP (E). Solution (F); receive FRUIT. Use HAMMER (G). Go (H). Solution. Pull up plant and take ROOT with KNIFE (I). Use BOTTLE OF ACID; open door (J). Go (K). Take capsule (L). Solution (M); take WASP FIGURINE and ROPE (N). Walk down. Place and tie ROPE; take HANDSAW (O). Go (P). Use HANDSAW; take HANDWHEEL (Q). Take HONEYCOMB with KNIFE (R). Walk down. Place HONEYCOMB; take PART (S). Go (T). Place PART and play mini-game (U). Take SYRINGE and TWEEZERS (V). Go to Desert Settlement. Place HANDWHEEL and pull lever (W). Take LIZARD FIGURINE and SCYTHE (X). Go (Y). Take SCORPION with TWEEZERS (Z). Go (A). Take a CACTUS FLOWER with SCYTHE (B). Walk down. Place FRUIT, ROOT and CACTUS \*\*Scene 1: Remove Lid and Use Scorpion\*\* Remove lid from object 4 using KNIFE. \* Place SCORPION, items 1-4, and ANTIDOTE into object 5. \* Use ANTIDOTE with SYRINGE to heal. \*\*Scene 2: Search for Bone and Take Crystal\*\* Move shrubs and take BONE. \* Throw BONE to receive FLINT. \* Take LION FIGURINE and SPLINTERS. \* Place SPLINTERS, use FLINT and fan, and put snow in cauldron. \* Use CAULDRON OF HOT WATER to take CRYSTAL. \*\*Scene 3: Solve Puzzle and Find Reliefs\*\* Solve puzzle by going right-left-forward-left-right-left-left-right-forward-right. \* Take BAS-RELIEF PARTs N and O, and roll snowballs. \* Take CRYSTAL Q and inspect door R. \*\*Scene 4: Assemble Raft\*\* Place two CRYSTALS S, take SHOVEL T, PLANK U, and move objects to find BAS-RELIEF PART V. \* Take PEN AND PAPER W, CRYPTEX X, and walk down to use SHOVEL. \* Take OIL Y, use OIL to turn key Z, and go A. \*\*Scene 5: Play Hopscotch\*\* Take BAS-RELIEF PART B, FISH FIGURINE C, and place PLANK D. \* Place GEAR E, walk down twice, and play HOP (G) to receive BIRD FIGURINE. \*\*Scene 6: Assemble Raft and Find Message\*\* Take SNAKE FIGURINE X, move lions, and place LIZARD FIGURINE M. \* Solve puzzle N, take FISH FIGURINE, and find eggs J. \* Place WASP FIGURINE K, and move drapes Q. \*\*Scene 7: Assemble Raft and Find Deity-Shaped Key\*\* Take BAS-RELIEF PART R, place HIEROGLYPHIC MESSAGE S, and select codes 1-2-3-4-5-6. \* Go forward twice to take BAS-RELIEF PART T, place hand U, and receive HINT V. \*\*Scene 8: Use Key and Find Flower\*\* Place HINT on CRYPTEX W, enter code, and take DEITY-SHAPED KEY. \* Play HOP X, solve puzzle Y, and receive FLOWER Z. \*\*Scene 9: Assemble Raft and Find Fuel\*\* Use PICK-AXE to take BAS-RELIEF PART AA, place seven BAS-RELIEFs A, and take MOSAIC PARTS B. \* Go to Secret Chamber C, place FLOWER D, and solve puzzle E. \*\*Scene 10: Assemble Raft and Take Rope\*\* Go to Mountain Foothills F, talk G, receive KEY H, and go I. \* Take FUEL J, RAIL PART K, and combine objects L. \* Take ROPE Q, use TORCH P, and take OAR S. \*\*Scene 11: Assemble Raft and Find Nail Puller\*\* Use CLIPPERS to take RAG and LEVER L, and assemble raft B. \* Take LOAD T, use KNIFE U, take SAILCLOTH V, and walk down W. \* Go X, use KEY Y, play HOP Z, and receive NAIL PULLER A. \*\*Scene 12: Assemble Raft and Find Pipe\*\* Use NAIL PULLER to receive MAST B, assemble raft C, take PIPE D, and go E. \* Take LOAD F, move vines G, take SPREADER H, and walk down I. \* Place SPREADER J, take BRUSH K, go down and left L. \*\*Scene 13: Assemble Raft and Find Fishing Rod\*\* Solve puzzle M, take FISHING ROD N, walk down O, extend rod P, and catch fish Q. \* Throw fish K, take LOAD 3/3 L, place LOAD M, and go N. \* Take CLUB O, take ROPE WITH HOOK P, and use club to take GARDEN... (rest of the text is similar) 1. Begin by walking down, then use garden shears to cut something. 2. Talk to someone, receive a map, and place it on a pedestal. 3. Select some flowers from a designated area using gardening tools with hooks. 4. Use an object called blow pipe to release a gas that helps move forward. The journey continues as follows: 5. Take darts and put them in a pipe, then use a sleeping potion to make the darts float. 6. Receive a key, go forward, and play a mini-game to unlock the next step. 7. Use a hook-shaped key to solve puzzles and progress through levels. The path winds on as follows: 8. Take an item called detail and place it on a pedestal, solving another puzzle in the process. 9. Use a chisel and rock to create a crystal, which is then used to move forward. 10. Place crystals in swamps, take rope ladders, and use keys with staffs to unlock doors. 11. Place mushrooms, receive an eye statue, and place runes on pedestals to progress. 12. Take colorful mosaic parts, walk down, and place them on a pedestal, solving a final puzzle. 13. Use energy crystals, walk forward, and place books on shelves. 14. Take pills, stones, jerry cans of gas, special powders, and other items to use in various mini-games. 15. Use special tools like rulers, funnels, syringes, carabiners, magnets, and key cards to unlock doors and access hidden areas. 16. Play a final mini-game with a fruit-shaped key to receive a picture. 17. Take more pills, gas tanks, balloon canvases, and straps to use in various mini-games. The journey concludes as follows: 18. Place ladders, take capsules, PILL 6/6, image fragments, rulers, parts, syringes, and other items to unlock the final step. 19. Use a dynamite item on the map, revealing the location of the treasure. Note that this paraphrased version simplifies the original text and loses some of its complexity, but it should give you an idea of the general progression of the journey. The game Darkness and Flame: Missing Memories has multiple paths, but one possible solution is as follows: Start by taking a battery and using it to unlock a mine entrance. Inside, you'll find a burner that can be assembled with various items like balloon canvas, gas tank, and another burner. Collect these items and use them to access different areas. In one area, you'll need to play a mini-game involving a puzzle solution: E-cwx2, green, E-cwx3, purple, etc. Once completed, take fruit and proceed to the bar where you can insert coins to unlock an item. Another path involves finding a rag and using it to clean a part, which is then used in a mini-game played on a sliding bar. After completing this puzzle, place the sliding bar in the forest village. In another area, talk to Chloe to receive a fish oil that can be used to open a lock at the market. From there, collect a bottle and sieve, and use them to solve a mini-game involving a hint. Throughout the game, you'll encounter various characters like Alice and Frederic, who will provide clues or gifts. Follow these paths and puzzle solutions to progress through the game. Note that this is just one possible solution, as the text appears to be outlining multiple paths and puzzles within the game. \*\*Step 1: Collecting Items\*\* Collect Scroll Pieces and use them to unlock a chest containing an Opener, Lizard Figurine, and Knife. \* Go downstairs and collect a Mask Eye using the Opener. \* Proceed to the Forest and collect a Mushroom with the Knife. \*\*Step 2: Assembling Containers\*\* Use the Knife to assemble a Plank and Macheete. \* Place the Plank on the River and collect a Torch, Clip, Drumstick, and Diagram Part. \* Assemble a container using the Diagram Part and other items. \*\*Step 3: Collecting Healing Fruit and Juice\*\* Use the Machete to collect Healing Fruit. \* Go to the Elder's Hut and assemble the container, then give the elder the Healing Fruit Juice in exchange for a Key. \*\*Step 4: Progressing Through the Game\*\* Place the Mask on an altar. \* Solve two mini-games using the Lizard Figurine Part and other items. \* Collect a Butterfly Net and use it to collect a Medallion Part. \* Assemble a Totem in the Forest using the Map, Chip, Goat Figurine, and other items. \*\*Step 5: Solving Puzzles and Unlocking Doors\*\* Solve another mini-game using the Parrot Figurine and other items. \* Collect a Metal Brush, Torch, Spear, Pick-Axe, Mosaic Pieces, Deer Figurine, Wax, and other items. \* Use the Metal Brush to acquire the Torch and solve a puzzle. \* Use the Torch to unlock a door and collect a Key. \*\*Step 6: Unlocking the Geyser\*\* Use the Spear to collect a Tiger Figurine and Nails. \* Place the Nail on an altar, hit it with a stone to acquire an Emerald. \*\*Step 7: Collecting Moonstone and Owl Figurine\*\* Collect a Moonstone and place it on an altar. \* Collect an Owl Figurine and go to the Cellar. \*\*Step 8: Solving the Final Puzzle\*\* Place various figurines on an altar, including the Scorpion, Eagle, Lizard, Marten, Snake, Goat, Deer, Tiger, and Owl Figurines. \* Read a book and acquire a Reagent and Vessel of Liquid. \* Use the Pick-Axe to unlock a door and collect a Key. \* Insert the Key into a Mechanism and open it to reveal a Rope Ladder. \* Place the Rope Ladder on an altar and solve a puzzle using the code "153". \* Acquire the TANK by placing various items in it, then turn to... You've finished the first chapter of Darkness and Flame 1: Born of Fire, connecting the TANK to the tube, inserting the key, and completing it successfully.