

I'm human



Darkness and flame missing memories bonus chapter walkthrough

Darkness and flame 2 missing memories bonus chapter walkthrough.

Darkness and Flame 2: Missing Memories is an adventure game where you follow Alice as she uncovers her connection to the cycle of events involving a girl from Darkness and Flame. The key to unlocking memories lies deep within yours. Alongside Uncle Colin, Alice embarks on a thrilling journey filled with puzzles, twists, and turns that put their lives at risk. As they navigate through challenges, they'll also confront Colin's recurring nightmares, where he encounters a mysterious woman who begs for his help. As the story unfolds, you'll encounter unexpected plot twists, memorable characters, and exciting puzzles to solve. If you get stuck or need guidance on finding items, our site offers a walkthrough of the game Darkness and Flame 2: Missing Memories. In this journey, Alice and Uncle Colin travel to the desert in search of a wise healer who can restore his lost memories. They'll face numerous challenges, including solving puzzles and overcoming obstacles, as they uncover the truth about their connection to the Darkness and Flame. The story takes a dramatic turn when Alice and Uncle Colin arrive at an ancient city inhabited by the Sacuums. Despite initial suspicions, the Sacuums seem to have a good relationship with Uncle Colin, but there's still much to be uncovered. As you progress through the game, you'll encounter various items, such as RAZOR, MUG OF WATER, and ROAD SIGN FRAGMENT, which will aid you in your quest for answers. Will Alice find a way to help her uncle remember his past while also learning how to harness the power of burning Flame? The journey is full of surprises, and only time will tell if they can overcome their challenges and save the world from destruction. Looking forward to meeting tomorrow and discussing our strategies. **Part 1: Temple Adventure** * Explore the temple, gather items like CRYSTAL, SHOVEL, and PLANK * Solve puzzles to progress through the temple * Collect BAS-RELIEF PARTS, FISH FIGURINE, BIRD FIGURINE, and other items * Use items to unlock doors and access new areas **Part 2: Island Adventure** * Receive a KEY from Nort, which leads to an abandoned mine * Explore the mine, gather items like TORCH, RAG, LEVER, and CLIPPERS * Fix a raft on the beach using LEVER, TORCH, and other items * Solve puzzles to progress through the island, such as arranging fish figurines and unlocking doors **Common Themes** * Collecting items and solving puzzles to progress through the game * Exploring different environments, like temples and islands * Using items in creative ways to unlock new areas or access hidden secrets Use Nail Puller (A) and receive MAST. Assemble raft, place MAST, SAILCLOTH, ROPE, and OAR. Take Pipe (C), go down, and take Load 2/3, moving vines (E). Use Spreader to place BRUSH and take FISHING ROD (I), extending it to catch FISH with the rod (J). Throw FISH (K) and take Load 3/3 (L). Find a way to that island from nightmares. It's small, with watchmen on top of the mountain. They seem to guard something. Take Club (O). Rope with Hook (P), and use them to disarm guards and enter the dungeon. Use Map (U) to cross the swamp, selecting indicated flowers (V). Use Rope with Hook (W) to go forward, taking Darts (Y) and Bell (Z). Offer Bell (A) to receive KEY. Go forward and play puzzle (C), using correct symbol walkthrough (D). Receive Sleeping Potion, dipping Darts in it, putting darts in Pipe (E). Take Bunch of Keys (F), bending wire into a Hook and placing KEYS (G). Find matching keys and note top key's action. Go to On the Mountain, taking Detail (K) and Staff (L). Place DETAIL and press arrows for walkthrough (N). Take KEY with HOOK (M), going down twice. Place CHISEL and use rock (P) to receive CRYSTAL. Go to Swamp, placing ROPE LADDER (Q) and taking KEY with STAFF (S). Go to On the Mountain, placing MUSHROOM (T). Rotate mushroom fragments to create a continuous chain and light up all mushrooms for walkthrough (U). Take STATUE EYE (V), going down twice. Place STATUE EYE and take RUNE (W), pressing runes in correct sequence (4, 2, 5, 3, 1, 6) for walkthrough. Take KEY (X), going to Tree House and placing five KEYS (Z). Talk (A), going down seven times to help the woman by transfusing Colin's blood, filled with antibodies after Sacuums healed him. Move lanterns to crystals. COLORFUL MOSAIC PARTS match colors on them. Go left, down; find broken crystal needed for device. Find similar one somewhere in temple. Place COLORFUL MOSAIC PARTS, restore pattern. Walkthrough (D). Take ENERGY CRYSTAL (E), go down x3. Place ENERGY CRYSTAL (F), Talk (G). Receive MAP. Go (H), place BOOK (I). Balance scales with books. Walkthrough: (4-J), (7-K). Take PILL 1/6, go left; place MAP (L). Go through labyrinth. Talk (M); receive SPECIAL POWDER. Take STONE (N), JERRYCAN OF GAS (O). Use STONE to open door (P). Play puzzle (Q) and find correct latch order: 3, 5, 2, 4, 1. Receive STATUE HAND; place it, take capsule, PILL 2/6, BANDAGE (R). Use SPECIAL POWDER to open door (S); go (T). Take capsule, PILL 3/6, IMAGE FRAGMENTS, RULER, PART (U). Use RULER; take CARD and PILL 4/6 (V). Use CARD (W) and open door (X). Go (Y), place IMAGE FRAGMENTS; take FUNNEL (Z). Take PILL 5/6, place FUNNEL, JERRYCAN OF GAS. Pull handle x3 (A); select 7450 and enter (B). Take SYRINGE, PILL 6/6 (C); go down. Place 6 PILL, take KEY, PIPES (D). Go forward; combine BANDAGE, PIPES, SYRINGE with PART to get TRANSFUSION PUMP. Place TRANSFUSION PUMP (E); go down x2. Go to Forbidden City to warn people of approaching army from Darkness. My aunt will stay behind. Use KEY and zoom in (F). Find items; place them correctly (G). Enter code 6347 (H). Take CARABINER, MAGNET (J), ROPE (K). Attach ROPE to MAGNET; take GOBLET-SHAPED KEY with MAGNET (L). Use GOBLET-SHAPED KEY (M); play puzzle and rotate chips correctly (N). Receive PICTURE. Find and mark identical elements on both images (P). Take KEY CARD (Q); go down. Blow up dam holding water to counter Darkness army; the city will be destroyed in process, but that's the price for freedom. Use KEY CARD (R); talk (S). Take capsule, 2/9 FRUIT, COIN (T); take LADDER (U). Place LADDER (V); go down, forward. Take 3/9 FRUIT (X), STRAPS (Y); go right, down. Take 4/9 FRUIT (Z); take 5/9 FRUIT (A); place STRAPS (B); go (C). Take GAS TANK (D); take BALLOON CANVAS (E); play puzzle (F). Receive HOIST; take ROPE Given walkthrough text here Go down into a location, place an equipment hoist, and then a rope. Take a device called a carabiner and receive dynamite. Place the battery in the lookout tower and take the key. Use the key to unlock the mine entrance and get a burner. Assemble a balloon with a canvas, gas tank, and burner, then take a capsule and metal pipe. Get 7 out of 9 fruits from a location and use the metal pipe to retrieve a hook and detonator. Get a gear using the hook and place it for a puzzle. Rotate the field to move a ball into a hole by following a specific sequence: U, 5T, 3U, 3T, U, 3T, U. Take 8 out of 9 fruits from a location. Use a coin to get 9 out of 9 fruits and place them somewhere. Get a fuse and attach it to the detonator. Place the bomb at the top of the dam and follow a bonus chapter walkthrough.