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## Darkness and flame 2 bonus chapter walkthrough

Last Updated On October 27, 2020 Darkness and Flame 2 Missing Memories Walkthrough & Solution- Solve each puzzle and mini-game with our solution guide. Hermit, The Stone of Fire, The Island, Myrthe and also Bonus Chapter Guides (video guides and walkthroughs) with all the puzzles and their solution, all the steps and places &gt; complete each chapter Other dark and flame games walkthroughs Darkness and Flame 2 Missing Memories Walkthrough - Chapter 1 Hermit Roof, open backpack &gt; remove rope, then take diary, diary and also Mugs Get Mugs water with valve & amp; Mugs , use it to open the door, go forward and also left Take the road sign, open jacket, take capsule and also tube, place the seat Take the crowbar & amp; bag charcoal, use pipes, open box (pump and also jack), place jack and go down Get flat fire with road sign fragment, Use crowbar on planks, and play the utility to get the knife, go to the left of the planks Take Charcoal (open bag charcoal with utility knife) , place it, place the flat tire and use pump Take butterfly (wood), also stone, attach hose, move boards and take another stone Get the coffin, place the sones, also take the butterfly. Then place butterflies (solution in video) Move recipe, take the key, deer figure and also knife. Use knife, get hose shape, bottle acid, also hammer, and use key Play hop to get fruit, use hammer, go to the window Pull up plant and beat the root with knife, use bottle of acid and also open the door Roof capsule, solve minigane, take wasp figure and also rope, go down Place and also tie rope, get hand saw, go right of the ship. Use a hand saw to get handwheels, take honeycomb with knife, go down Place honeycomb, join, go right of ship, place part, take spray and also tweep &gt; Desert Settlement Take lizard figure & amp; le by placing handwheel & amp; pull handle &gt; pink door Tag scorpion with tweezers &gt; window &gt; take cactus flower with le &gt; go down Minigame & amp; use against queen chapter 2 Stone of Fire Walkthrough & amp; Solution You can use the video guide or also the text guide, you will find the solution in both of them. There are tons of puzzles to solve and minigames to complete, but the review includes all the solutions Darkness and Flame 2 Missing Memories Walkthrough – Chapter 3 Island Chapter 3 Island Walkthrough & amp; Solution. You can use the video guide or also the text guide, you will find the solution in both of them. There are tons of puzzles to solve and minigames to complete, but the review includes all the solutions Chapter 4 Myrthe Solution Chapter 4 Myrthe Walkthrough & amp; Solution. You can use the video guide or also the text guide, you will find the solution in both of them. There are tons of puzzles to solve and minigames to complete, but the review includes all the solutions Bonus Chapter Solution Bonus Chapter Walkthrough & amp; Solution. You can use video guide or also text guide, you will find the solution in both Them. There are tons of puzzles to solve and mini-games to complete, but the review includes all the solutions Darkness and FlameWalkthrough Welcome to the darkness and flame: Enemy in Reflection Walkthrough A journey into the mirror world releases a powerful villain! Whether you're using this document as a reference when things get tricky, or as a roadmap to get you from the start to, we're pretty sure you'll find what you're looking for here. This document includes a complete Dark and Flame: Enemy in Reflection game review featuring annotated screenshots from actual gameplay! We hope you find this information useful as you play your way through the game. Use the review menu below to quickly jump to the stage of the game you need help with. This review was created by prpldva, and is protected under U.S. copyright laws. Any unauthorized use, including re-publication in whole or in part, without authorization, is strictly prohibited. This is the official guide to Dark and Flame: Enemy in Reflection. This guide will not mention every time you have to zoom in on a location; the screenshots show each zoom scene. Hidden-object puzzles are called HOPS. This guide does not show HOP solutions. It identifies the hop location and the acquired stockkeeping unit. This guide will show solutions for non-random puzzles. Please read the in-game instructions for each puzzle. In this game, you sometimes need to select the new scene to trigger dialogue, cut-scenes, or tasks before interacting with the scene. Move pillows; take RIBBON (A). Open drawer; REMOVE HAIRPIN (B). Tag POSTER (C). Place POSTER (D). Use HAIRPin (E). Select poster; take BROKEN KEY (F). Restore broken key; add RIBBONS; earn KEY. Use KEY; handle (E). Move forward. Play HOP; earn PARTS KIT (G). Select PARTS KIT; choose 1-14 (H) serve BEE. Select (I). Place bee (J). Select Kx3-L-Kx5-L-K-L-Kx7-Jx2-K-J-K. Take CRYSTAL (M). Take fights and tweezers; (N). Replace CRYSTAL (O). Go right. Numbers; earn KEY(P). Use tweezers; earn TIP (Q). Use tweezers; take SPATULA and LADLE (R). Use SPATULA and open window. Take 1/4 GLASS BALLS AND SPOON (S). Go down 2x. Take LADDER (A). Place TIP; (B). Resolution (C). Take 1/2 puzzle piece and tip (D). Move forward. Place LADDER (E). Use SPOON; Serve 2/3 GLASS BALLS (F). Place key; 1-4 (G). Place TIP; resolution (H). Move forward. Move stones; take 1st HORSESHOE (I). Take BRICK (J). Take the 2nd HORSESHOE; use BRICK (K). Take RAKE, HORSE COLLAR and HAMMER (L). Use RAKE; remove moss; Take 2/2 PUZZLE PIECE (M). Go down, right. PLACE PUZZLE PIECE; move 1-10 (N). Take KNIFE (O). Go down. Use KNIFE; earn BRIDLE (P). Move forward. Select (A); place 1. HORSESHOE. Select seam (B); use HAMMER (A). Select (C); place 2. HORSESHOE. Select seam (B); use HAMMER (C). Place HORSE COLLAR AND BRIDLE (D). Select (E-F). Use LADLE and KNIFE; SERVE LADLE FULL OF RESIN (G). Go kitchen. PLACE LADLE FULL OF RESIN select knob (I); use MATCHES (J). Take MEDALLION (K). Go down, forward. Use MEDALLION; take diary and GATE HANDLE (L). Place port handles (M). Select both port handles. Solution move O up-N right-O down, left-N down, left-P up, right, down-Q up-P left-N down-P right, up-Q right, down, right. Go left. Take CLAY (A). Select (B). Go left. Take 1. WEAR FIGURE (C). Take HOOK (D). Select (E). Use KNIFE; earning DULL KNIFE (F). Open closet; lubricant (G). Go down. Use HOOK; earn TIED-UP PACKAGE (H). OPEN BOTTOM PACKAGE; take 2nd BEAR FIGURINE and RAG. Use LUBRICANT; open lock; take SKI and HOE (I). Use SKI; mousetrap (J). Go left. Place 2 bear figure; tag STAIN REMOVER (K). Go down. USE RAG, STAIN REMOVER AND CLAY; take CAST and LIVER (L). Go left. Position and select LIVER (M). Set scrolls as shown; (O-P)-(Q-R)-(S-T). Take papers and KEY (U). Go down 2x; go right, left. Take 1/10 WOOD (A). Go down. Take 2/10 WOOD (B). Go right. Take 3/10 wood (C). Go right. Remove moss; take 4/10 WOOD (D). Go right. Application (E-F); serve 5/10 WOOD. Move forward. Take 6/10 WOOD (G). Go down 2x; go left. Use (H-I); earn 7/10 WOOD. Move forward. Remove foliage; take 8/10 WOOD (J). Go right. Take 9/10 WOOD (K). Go down; go left. Use (L-M); take 10/10 WOOD. Go down 5x; go left. Place 10 WOOD (N). Move forward. Numbers; serve SCREW WR (O). TAKE THE SHIP IN A BOTTLE (P). Take BOARD (Q). Remove sticks; take 3/4 GLASS BALLS; table (R). Play HOP; earn WHEEL (S). Go down. PLACE MOUSE TRAP (A). Open bag; movement (B-A) serve the mouse. Go down. Use MOUSE. take 4/4 GLASS BALLS (C). Go down. Select (D). Place glass balls; resolution (E). Go To Colin's House Yard. Resolution (F). Take JACK (G). Go to Road. Use JACK (H). Use WHEEL and WRENCH (I). Remove leaves; use KEY (J). Open chest; take GARDENING SCISSORS (K). USE GARDENING SCISSORS (L). Number (A). Use HOE; take CORKSCREW (B). Take dry leaves and clips (C). Select; use dry leaves, matches and cast; (D-E). TAKE HARDENED VOICES. Open bag; take GRINDSTONE (F). DULL KNIFE ON GRINDSTONE; serve THE KNIFE. Place hardened voices (G). Select (H). Go right 2x; move forward. Take MACHETE (I). Go down 3x; go forward 2x. Use MACHETE (J). Move forward. Go left (K). Take BOARD (L). Go down, forward. Place table (M). Move forward; go left 2x. Take DYNAMITE (N). Go down 7x; go right, and then forward 2x. Place and select DYNAMITE (O). Move forward. Use KNIFE; open box; take the syringe (A). Take SACK (B). Move forward. Take LONG SKEWERS (C). Use SNIPS; earning MEDALLION (D). Go down. Use LONG SPEAR; earn CODE (E). Go down. Numbers; serve APPLES (F). Use MEDALLION; tag MAGNET and NAIL PULLER (G). CORKSCREW and magnet on ship in a bottle; part of the mechanism. Move forward. Use NAIL BOLLARDS; open BOX (H) play HOP; serve bottle of wine. Use bottle of wine and spray on apples; Serve apple to hedgehogs. Place code and part of the mechanism (I). Turn counterclockwise to set the outer arrow to 1 (J). Rotate clockwise to place the middle 5 (K). Rotate Rotate to 9 (L). Final positions (M). TAKE TRIANGULAR CHIP (N). Go down. USE APPLE FOR THE HEDGEHOG AND SACK; serve hedgehog (O). Go forward 2x. Use HEDGEHOG (P). Select (Q). Select (R). Employ triangular chip; resolution (H-B)-(G-E)-(B-H)-(L-E)-(A-I)-(K-F)--(D-K)-(C-I)-(K-F)--(J-B). Move forward. Take 1/4 GRIPS, HINT AND PUZZLE PIECES (M). Go left. Take ROPE (N). Select (O). Take 1/3 gear (P). Take 2/3 gears; place HINT (Q). Select 1-7; take JAWS (R). Place puzzle pieces; resolution (S). Take SIEVE and CLUE (T). Go down. Use SIEVE; serve RETAIL (A). Use jaws; TAKE PENDANT (B). Use jaws; take magnifying glasses (C). Go left. Select (D). Place CLUE AND DETAILS; solution F-H-G-H-G-E-I-G-E-I-Gx2-I-G-H-Gx2-H. Move forward. Remove scrolls. take 3/3 GEAR, RAZOR BLADE and DUCT TAPE (K). Take rebar; gears and select handles (L). Use RAZOR BLADES; take 1/2 ICE SKATE BLADE (M). Use rebar; tag TUBE (N). Open TUBE; scroll maps; take 2/4 GRIPS. Select P-O-Px3. Open chest; take WRENCH and AUGER (Q). Go down. Use duct tape (A). Select; earn KEY (B). Go down, right. Use SCREW WR; Earn 2/2 ICE SKATE BLADE (C). Go to Cabin. Use KEY; take OIL (D). Go down 2x. Use OIL; tag SIGNET RING (E). Go right. Use oil and magnifying glass; take 3/4 GRIPS (F). Go to Cabin. Use SIGNET RING; open book; select page (G). Select (H); remove all reds except the areas shown (I). Select (J); remove all blue except the areas shown (K). Select (L); remove all green but the areas shown (M). Select (N). remove all orange except the areas shown (O). Select (P). Take 4/4 GRIPS (Q). Use GRIPS (R); play HOP; SERVE ICE SKATE SHOES. SKATE BLADES AND WRENCH ON SKATE SHOES; earn skates. Go to Frozen Lake. Use skates (A). Use AUGER; take HAND (B). Select (C). Place hand; set rings (D-E-F). Take the GRAB AND PICK-UP TOOL (G). ROPE at GRAPPLE; Earn fighting HOOK. Place grappling hook (H) and AUGER (I); (H). Go forward. Numbers; serve CLAMP (J). Take SILVER KEY, SCOOP and TOM BAG (K). Use the OP TOOL (L). Use RAZOR BLADES; take KIT KNIFE; use CLAMP and WRENCH (M). Move forward. Earn ARBOREAL KEY. Remove the lid; use TOM BAG and SCOOP; take 1/3 lentils and bag of cereal (N). Use KIT KNIFE AND PENDANT (O). Take HAMMER (P). Take BOARDS (Q). Use

ARBOREAL KEY (R). Go left. Select (A). Use bag of grain; tag CURTAIN WAND (B). Play HOP (C). Take carved KEY (D). Use CURTAIN WAND (E). Use cut key; read diary; TAKE SETS OF PATTERNS (F). Use SILVER KEY; take NAILS (G). Go down. Remove stones and broken boards; use boards, nails and HAMMER (H). Go right. Remove leaves; take HANDLES and GOLDEN KEY (I). Take HATCHET (J). Use HATCHET; serve YEW WOOD (K). Go down, left. Place set of patterns and YEW WOOD; solution E-D-J-H-A-E-F-I-B-C-G-F; earn the key to the town hall. Use GOLDEN KEY; take 1/2 LEVERS (K). Go down, right. Use the town hall key (L). Go right. Number (M). Take BRONZE KEY (N). Go down 2x; go left. Use BRONZE KEY; take 2/3 LENSES and 2/2 LEVERS (O). Go to city hall. Remove remove items and take VALVE (P). Go down. Select (Q). Place valve (C). Turn arrows to yellow area C-B-D-A-C. Take the belt; USE HATCHET serve ASH WOOD (E). Use belt (F). Go to Roger's House. Place ASH WOOD; solution F-C-I-J-E-B-J-G-A-B-D-H-F earn ARBOREAL KEY. Go down, right, and forward. Use ARBOREAL KEY (K). Move forward. Use HANDLE (L). Take FAN (M). Take PICK (N). Open closet; take screwdriver (O). Use screwdriver; take KEY(P). Use KEY; take flask, POT, empty jar, awakening pollen recipe, empty spray bottle, and square valve (Q). Take basket; use POT; Earn POISON FROM THE RIVER (R). Go down. Place and select SQUARE VALVE (S). Play HOP; take REAPING HOOK (T). Go down. Use pick and hatchet; serve AMARANTH WOOD (U). Go right. Use KOLBE; earn ALOE JUICE (V). Go to Roger's House. Place AMARANTH WOOD; solution A-B-C-A-D-E-F-D-B-E-C-F-A; EARN ARBOREAL KEY. Go down; go right, left. Use ARBOREAL KEY (G). Play HOP (H). HOP mini-game 1 solution M-L-M-I-L-M-K-I-L-M-J-K-I-L-M. HOP mini-game 2 solution 1-3 (N). HOP mini-game 3 solution P-O-R-S-T-Q-P-R-R-U-V-S-T-W; TAKE THE LIFT ARM. Position and select ARM ARM; USE EMPTY SPRAY BOTTLE; serve SPRAY BOTTLE (A). Go down 3x. Use SPRAY BOTTLE AND REAPING HOOK; serve RED ROSE (B). Go down. Use BASKET; serve red berries (C). Go down. Use REAPING HOOK; EARN SOMNOLENT FLOWER BUD (D). EMPTY JAR, POISON FROM THE RIVER, ALOE JUICE, RED BERRIES, SOMNOLENT FLOWER TENDER, AND RED ROSE ON AWAKENING POLLEN RECIPE; serve basket with ingredients. Go to Albert's house. Select (E). Place basket with ingredients; close instructions. Turn (S); (F-G)-(H-G)-(I-G). Select (J); (K-J)-(L-J)-(M-N)-(O-N)-(N-J)-(P-G)-(Q-R). Select (R-S-J-T-U). TAKE JAR WITH WAKE-UP POLLEN (R). USE JAR WITH WAKE-UP POLLEN AND FAN (A). Move items. take 3/3 LENSES (B). Go to city hall. Numbers; EARN CUP SHAPED KEY (C). Place CUP-SHAPED KEY (D). Play HOP (E). HOP mini-game 1 solution (F). HOP mini-game 2 solution (H-G-I-H-G); CRYSTALS. Place lenses; (J). Select 1-3 (K). Select 1-3 (L). Go down 5x. Use CRYSTALS (M). Take LIANA and 1/4 SNAKE KEYS (A). Use LIANA; serve HANDLES (B). Take twisted fork; use HANDLE (C). Move forward. Take POKER (D). Move forward. Use POKER; tablet with engraving (E). TAKE GARDEN GLOVE (F). Take mirror fragment (G). Use twisted fork; earns FORGED SYMBOL (H). Go down. Use mirror fragment. strip of fabric (I). Move forward, left. Play HOP; Serve 2/4 SNAKE KEYS (J). Take SOLAR CHARM and STONES (K). Place stones; select 3x; take HANDLE AND METAL BRUSH; push button (L). Place SOLAR CHARM; Take PUZZLE PIECE and 3/4 SNAKE KEYS (M). Go down. PLACE PUZZLE PIECE; (N-O). Go down. USE GARDEN GLOVE AND METAL BRUSH; tag CLAY KEY (P). Move forward, right. Select 1-9; restore items; earns LADDER (A). Take disk with pattern; place LADDER (B). TAKE PLATE WITH A DRAWING (C). Go down. Place the plate with a drawing (D). Select differences (E). Go down. Select (F). Place the patterned disk; solution (G). Take VALVE Move forward. Use VALVE (I). Tag COLORED TILE (J). Go down 2x. Select (K). PLACE COLORED TILE (L). Select 1-6 (M). Select 7-12 (N). Select 13-18 (O). Take 4/4 SNAKE KEYS (P). Go forward 2x. Place hose keys (Q). Move forward. Take MUG (R). Move forward (S). Take 1/6 FANGS; place CLAY KEY (A). Take pressure gauge (B). Take RAG (C). Place forged symbol (D). Solution H-F-G-K-J-H-F-G-K-J-H-E-I-J-H. Play HOP (L). Take eagle head figure; use MUG; serve mugs of water (M). Use MUGS WITH WATER; serve mugs of boiling water (A). Go down. USE RAG AND TABLET WITH ENGRAVING; resolution (B). Take HAMMER with a chisel, tank and saw (C). Go down 2x. Use HAMMER WITH A CHISEL; tag OLD TORCH (D). THE STRIP OF FABRIC ON OLD TORCH; serve torch. Go to Gorgon's Crypt. Use TORCH; serve burning TORCH (E). Go down 3x. Use burning burner; take the bottle with acid (F). Go to the Treasury. Use bottle with acid (G). Select K-L-M-J-H-K-I-L-H-I-J-K. Remove swords; note code (N). Go down, go right. Use MUGS WITH BOILING WATER; note code (A). Select (B). Resolution (C). Take KEY (D). Use KEY; take ANCHORAGE (E). Game HOP (F); minispil 1 solution (G). Minigame 2 solution (H). Take book on GORGON (I). Go to Spiral Staircase. Select (J). Place handle, anchor, pressure gauge and tank; restore 1-7 (K). Finally (L). Go to city hall. Place EAGLE HEAD FIGURINE; select A-G-E-F-Gx2-G-Bx2. Take 2/6 and 3/6 FANGS (H). Go to Albert's house. Numbers; serve ROPE (I). Use ROPE (J). Take 4/6 fangs (K). Go right. Use SAW (L). Move items. take SKELETON PAW (M). Use SKELETON PAW; earns HONEY SPOON (N). Move forward. Take HAVESKOVL (O). Move items. take 1/5 and 2/5 MULTICOLORED CHIPS (P). Use (Q-R); 3/5 and 4/5 MULTICOLORED CHIPS. Take SLINGSHOT (S). Take CLIPPERS (T). Go down 2x. Use SAW and GARDEN SHOVEL; open bag; WEAR A SWIM MASK (A). Use SLINGSHOT; earn BRUSH (B). Use BRUSH (C). Select (D); use CLIPPERS take CHAIN (E). Use SWIMMING MASK (F). Play HOP; EARN OWL FIGURINE. Use CHAIN; anchor with chain (G). Go forward 2x. Use anchor with chain (H). Use HONEY SPOON; serve with honey; take 5/5 multicolored chips (I). Place OWL FIGURINE; selection panel (J). Place multicolored chips on the grid. Solution C-Fx2-E-Fx7-D-Fx4-C-Fx7-A-Fx8. Move forward. Use the spoon with honey; take 5/6 FANGS and DENTAL FORCEPS (G). Go down 2x. Use DENTAL FORCEPS; serve 6/6 FANGS (H). Go forward 2x. Select (I). Place fangs; select 1-9 (J). Take SPEAR (K). Select (L). Use SKEWERS (M). Select (N). Game HOP (O); mini-game solution (P); earning MIRRARRIUM. You earn special swords. Go to Spiral Staircase. Place MIRRARRIUM (Q). Congratulations! You have completed darkness and flame: enemy in reflection! Created at: 2019-10-27 2019-10-27

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