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Darkness and flame walkthrough part 7

Welcome to darkness and flame: born from the detailed procedure of fire. A magical egg is about to turn a girl's world upside down. Whether you use this document as a reference when things get tough or as a roadmap to get you from start to finish, we're pretty sure you'll find what you're looking for here. This document contains a complete walkthrough of the game Darkness and Flame: Born of Fire with screenshots annotated by the actual gameplay! We hope this information will be useful as you make your way into the game. Use the walkthrough menu below to quickly move on to any stage of the game you need help with. Remember to visit the Big Fish Games Forums if you find out you need more help. Have fun! This walkthrough was created by David Becker and is protected by 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 Darkness and Flame: Born of Fire. Hidden object puzzles are referred to as CIRCLES. This guide won't show HOOP screens, however, it will mention when a HOP is available and the inventory item you'll collect from it. In mini-games, cw and cwr represent clockwise and counterclockwise. This guide won't mention every time you need to zoom in on a location; screenshots will show each zoom scene. Let's get the broom (A). Look at the sketch (B); take SILVER FLOWER 1/8 (C). Use the broom (D); take the SCOOP (purple). Try to take the ladder (E); use the SCOOP (F) to acquire the SCOOP OF GRAIN. Use the SCOOP OF GRAIN (G); open the gate (H). Turn left. Talk to your father (I). Take corn (J), pin (K), and BUCKET (L). Open corn (M); take the CORN. Use CORN (N). Let's take the KEY (O) button. Walk down. Place the BUCKET (P); move the scale (Q). Use the KEY (R) key. Get in the house. Push the cart (S). Rotate the rotating wheel (T) to capture SILVER FLOWER 2/8. Examine the area (U). Play the mini-game. Solution: 5-4-1-3-2-5-4-1-3-5-4-1-5-4-5. Take SILVER FLOWER 3/8 (V). Pull the canvas (W). Take SILVER FLOWER 4/8 from the PIN (X). Open the drawer; take the WOODCUTTER FIGURINE (Y). Place the woodcutter figurine (Z). Play the mini-game. Solution: 1-8. Open the letter (A). I should like to ask the Commissioner whether he is aware of the fact that there is Let's take the ROPE (C). Place the STRING (D); come down (E). Play the mini-game. Run past the guards when they descend from the path (F). Take THE UNUSUAL KEY PIECE (G). Turn left. Take the ROPE (H). Remove 3 networks (I); take the UNUSUAL KEY (J) and THE SILVER FLOWER 5/8 (K). Walk down; turn right. Take the LONG (L) and ROSE HIPS (M). Remove 5 pillows (N); participate in the part (O). Connect the ROPE to the LONG STICK (P); tie it twice to receive the STICK WITH ROPE. Go to the landing. Use stick with rope (Q) to capture the TABLET PART. Go to the Garden. Place the TABLET PART (R). Play the mini-game. Solution: 1-10. Take the bear figurine (S) and oil (T). Place the Secondly, the Committee on Agriculture, Fisheries and Development Take the Bunny Figurine (V). Walk down. Place the rabbit figurine (W). Play the mini-game. Solution: 5G-4C-4l-1A-1B-5D-4G-4F-5G-1C-1H-2A-2B-5l-4G-3E-3Y-3A-3X-4F-4E-4Y-5G-5F-5E-5Z-4E-2C-3A-3B-6G-6F-4Y-6E-2l-2G-2l-3C-3l-6D-6A-6X. Go on. Talk to your uncle (K). Go on. Take rake (L), KEY (orange), BAG (M), and PART (N). Grab THE CROCHET HOOK (O) and FRUIT PICKER (P). Use key (Q). Play hop (R). Mini-game solution 1: 1-4. Mini-game solution 2: (S). You will receive SILVER FLOWER 6/8. Take the CLOTH (T) and KNIFE (U); read the recipe (V). Use knife (W); open the window (X). Take SILVER FLOWER 7/8 (Y). Walk down. Collect the HANDLE (A) with CROCHET. Attach the UNUSUAL KEY PART and HANDLE to the UNUSUAL KEY (B) to capture the KEY. Use the KEY key (C); take the map (D). TROWEL (E) and SICKLE (F). Use the SICKLE (G) to acquire fish. Walk down. Use the TROWEL (H); take the PART (green). Turn left. Hunt away the frog (blue); use rake (I). Take note of the code (J). Walk down. Activate the code: 1-4. Join part (K). Turn right. Place the BAG (L); take FIR BRANCHES (M). Use FRUIT PICKER (N) to acquire apple. Go to camp. Use the SICKLE (purple); monkshood (O) and mint (P). Go to Colin's house. Place the PINK CANINE, APPLE, MONKSHOOD, MINT, AND FIR (Q) BRANCHES. Prepare the potion: 1-9-2-9-7-8-9-9-11-10-10-4-12-4-3-4-5-4-13-6. You will receive SILVER FLOWER 8/8. Go to the attic. Place 8 SILVER FLOWERS (R); take the HAIRPIN BEND (S) and the photo (green). Go on the way to Colin's House. Use the hairpin bend (T); take the HAMMER (U), PART (V) and SACK (W). Use the HAMMER (orange); open the port (X). Take MOSAIC (Y) and PART (Z). Turn left. Place mosaic (A). Play the mini-game. Solution: (B). Take the part (C). Go to Colin's house. Connect six PARTS to PART (D). Repair the engine: 1-3. Let's take the engine (E). Place the SACK (F); use the instruments (G) to collect coal and take COAL. Go to the landing. Place the ENGINE and COAL (H). Go on. Talk to your uncle (orange) to get nails. Take cauldron (I), plank (J) and bone (k). Play hop (@). Mini-game solution 1: (M). Mini-game solution 2: 1-13. Take the FLINT. Use BONE (V) to acquire WOODY RESIN. Collect six branches (green); use flint (W). Place the CAULDRON and WOOD RESIN (X); take the RESIN CAULDRON (Y). Use the table, nails, hammer and resin cauldron (Z). Go on. Let's get the stick (A). Stick (B). Go on. Take THE PEBBLES (C), THE STONE FIGURINE (D) and THE THREAD (E). Throw IN THE PEBBLES (F). Hit the ice (G) with the stone (H); take the STONE FIGURINE (purple). Model the WIRE twice (I) to acquire the HOOK. Move down. Use hook (J) to acquire the MOUNTAIN figurine. Move down. Place the mountain figurine (K). Play the mini-game. Solution: Lx2-Mx2-O. Take the stone figurine (P). Mr President, I would like to make a contribution to forward twice. Place 3 STONE FIGURINES (Q). Turn right. Talk to your uncle (R). Remove 3 rocks (S); take gear (orange). Remove the broken part (T); replace it with gear. Open the bag; take the FASTENER (U). Place the fastener (V). Pull the lever (W). Turn left. Take the SANDBAG (X). Walk down. Throw in the SANDBAG (Y); take the PICK-AXE (Z). Pour the OIL on the PICK-AXE (A); open it (B) and take the ICE AXE. Go to the market. Talk to Janie (C). Take the EMPTY JAR (D). Collect 9 EGGS (green) and blue crystal (E). Place 9 EGGS (F). Play the mini-game. Solution: 1-12. Take empty flask (G) and PART (H). Walk down. Place the BLUE CRYSTAL (I). Turn left. Talk to Marcus (J) to receive the NOTE. Place the EMPTY FLASK (K) to acquire the WATER FLASK. Place the WATER BALLOON (L); use pining (M) to acquire HOT WATER. Go to the lab. Place part (N). Go to the cave entrance. Use the ICE AXE (O); take the disc with crystals (P). Go on twice. Place the DISC WITH CRYSTALS (Q) and NOTE (R); pull the lever (S). Play the mini-game. Solution: T-vx2-T-U. Move down twice. Select the correct symbols (W); take mosaic parts (X). Go to the street. Place mosaic parts (Y). Play the mini-game. Solution: (Z). Play Hop (A) to receive OBJECTIVES. Walk down. Place the lenses (B); look through the telescope (C). Play the mini-game. Solution: (D). Go to the scientist's house. Talk to Marcus (E) to receive the SLEEPING POTION RECIPE. Open the RECIPE SLEEPING POTION (F); take THE PIECE OF ORNAMENT (purple) and THE RECIPE SLEEPING POTION (G). Place the RECIPE OF SLEEPING POTION (H) and HOT WATER (I). Go to Colin's house. Place the PIECE OF ORNAMENT (J); take THE NEEDLE AND WIRE (K) AND DISC WITH A SQUIRREL (L). Place the DISC WITH A SQUIRREL (M). Play the mini-game. Solution: Rx3-Q-Px2-O-N-R-Q-Px2-O-N-Px3-O-N-Q-Px2-O-R-Q-P-R-Q-P-Q-P-P-Rx2-Q. Take THE CROWBAR (S), LASSO (T) and BELLADONNA EXTRACT (U). Go to the Chasm. Throw the LASSO (V) to acquire the FISH. Go to the courtyard around Colin's House. Place the FISH (W); take the BEADS (blue) and PART (X). Go to the street. Use THE CROWBAR (Y); take boots (Z). Go to the lab. Place part (A). Go to the market. Give the BEADS to Janie (B) to acquire CHLORINE HYDRATE and SYRINGE. Use crowbar (C). Go to the scientist's house. Place belladonna extract (D), syringe (E) and hydrate chlorate (F); open belladonna extract. Pour the hot water (G), belladonna extract and chlorine hydrate into the bowl (H); Put in the bowl to acquire the DORMISO POTION. Go to the market, go ahead. Infuse the FISH with the SLEEPING POTION. Use FISH WITH SLEEPING POTION (J). Take MESH SKIN (K) and LIZARD (L). Go to the scientist's house. Give THE LIZARD SKIN to Marcus (M) to acquire the HANDLE. Sew the NET with the NEEDLE THE NEEDLE THREAD (N) to acquire BUTTERFLY NET. Go to the lab. Place handle (O). Go to the Firefly Cave. Place the EMPTY JAR (P); use BUTTERFLY NET (Q). Take THE FIREFLY JAR (R). Move down. Place the FIREFLY JAR (S); take the SCREWDRIVER (T) and THE IMAGE OF ROCK TOWERS (U). Place the ROCK TOWERS IMAGE (V). Play the mini-game. Solution: (W). Take the COGGED SHAPED KEY (X). Go to the market. Place the COGGED KEY (Y). Play HOP (Z) to acquire the UNDERWATER HELMET. Go on. Use screwdriver (A); remove the door. Take the oxygen tank (B). Connect the OXYGEN TANK to the UNDERWATER HELMET (C) and fix it to acquire the UNDERWATER HELMET. Go to Cave Lake. Use your diving helmet (D). Dive. Take the brush (E). Use brush (F); remember the code (green). Remove the plant (G); take the SPECIAL KEY (H). Use the SPECIAL (I) wrench. Get in the diving machine. Take the GLASS SPLINTER (J). Climb. Use GLASS SHARD (K) to acquire wedges. Go to the street. Use wedge (L); take the HELMET (M) and CHISEL (N). Go to the Giant Lizard. Place the CHISEL (O); hit it with the stone (P). Take the FLYER (Q). Go to the diving machine. Place the FLYER (Q). Go to the diving machine. Place the FLYER (Q). Turn. Remove the part (S); take the STICK (T). Move the cloth (orange); take gear (U). Go to the scientist's house. Place gear (V). Play the mini-game. Solution: (W). Take hint (X). Go to the lab. Place the hint (Y). Enter the correct code (Z). Take the GLOVES (A) and THE CAPSULE (B). Go to the scientist's house. Talk to Marcus (C) to acquire the SUIT. Connect the BOOTS, GLOVES and HELMET to the SUIT (D) to acquire the PROTECTIVE SUIT. Walk down twice. Use the PROTECTIVE SUIT (E). Remove the bark (F); take the FLYER (G) and CRICKET (H). Participate 1/3 (I). Go to the diving machine. Place the flyer (J). Play the mini-game. Solution: Mx6-Lx4-Kx6-Mx4-Nx8-Kx6-Nx6. Play Hop (@). Mini-game solution 1: (O). Mini-game solution 2: (P). Mini-game solution 3: (Q). 4: Rx3-Sx9-Rx3 Mini-Game. Receive CLIMBING SPURS. Go to the forest. Use CLIMBING SPURS (T). Climb. Participate 1/4 (U) and hook (V). Attach the HOOK to the STICK (W) to acquire the GAFFING HOOK. Use gaffing hooks to collect the HAND SAW (X). Use HANDSAW (Y). Participate 2/4 (Z). Go on. Take the TORKING (A) and HOOKED ROPE (B). Remove the pieces (C); take the HEAD OF THE TOTEM (D). Get down three times, get off. Place the HOOKED ROPE (E). Use HANDSAW (F). Remove the leaves (G); take scissors (green). Talk to the girl (blue). Get down, go up. Use sharp scissors (H); participate 2/3 (purple). Go on twice. Open the backpack; use sharp scissors (I). Take the TWEEZERS (J), THE BUTTON (K) and THE WATERSHIP (L). Place the key (M). Play the mini-game. Solution: N-Ox2-Qx12-P-Qx4-N-Ox12-P-Ox7-N-Ox4-P. Go on. PARTICIPATE 3/4 3/4 (S), PLANK (T) and PICK-AXE (U). Go to the Throat. Use the WATER VESSEL (V); take the MATCHES (orange). Go to the path to the waterfall. Place the plank (W). Play HOP (X) to capture PART 4/4. Use TWEEZERS to collect PART 3/3 (Y). Go on twice. Place 3 PARTS (Z). Place 4 PARTS (A). Use the CAPSULE (B) to acquire the WATER CAPSULE. Take the glass figurine (C). Go to the Throat. Give the glass statuette to the girl (D) to receive the SALTPEETER. Use SALTPEETER on the TORCH (E); open it and pour it over the TOR. Light the TORKIN with MATCHES to receive the TORR. Walk down. Use the TORCH (F); take the TILE (blue). Place the pane (G). Go to the market. Solution: 1-21. Take the dry fuel (H) and the head of the totem (I). Go to the path to the waterfall. Place 2 TOTEM HEADS (J). Play the mini-game. Solution (K): 1-4, 1-2, 1-2, 3-2, 3-4, 3-1, 5-4, 5-3, 5-1, 4-5, 4-5, 4-1, 2-4, 2-5, 3-4, 2-3, 4-3, 5-4, 5-2, 5-2, 4-5, 2-4, 2-5, 4-5. Use the pick-axe (L); take the TUBE (M) and PART (N). Go to the lab. Place 2 PARTS (purple). Play the mini-game. Solution: (O). Take the SEME (P). Talk to Marcus (Q) to acquire the KEY. Walk down twice. Use the KEY (R) key. Go on. Take the turning handle (S). Place the turning handle (T); take the FIGURINE (U). Place the figurine (V). Play the mini-game. Solution: (W). Take the scorpion figurine (X). Go on. Use pipes (Y). Take the CORKSCREW (Z). Walk down. Place the CORKSCREW (A). Pull. Let's take graph (B). Go ahead, then left. Place the chart (C). Go to the diving machine. Place the scorpion figurine (D); take the CHIP (green) and TRAP (E). Climb. Place trap and CRICKET (F); close the front (G). Open the top (H); take the EYEBALL (orange). Go to the Giant Lizard. Place the chip (I); Solution: (J). Take the SOLVENT (K). Go to the Predatory Flower. Use SOLVENT (blue); note the code (L). Enter the code (M) and confirm (N). Turn right. Take the FIRE EXTINGUISHER (O). Play the mini-game. Solution: (P). Take GLUE (Q) and LANTERN (R). Move bottles (S). Use the FIRE EXTINGUISHER (T); take the MEAT FORK (U). Let's take the JAR (V). Use the MEAT FORK (W); take axe (x) and key (y). Enter the key (Z). Walk down. Place the JAR (green) to acquire acid. Use AXE (A). Move to the huge skeleton. Remove rocks (B); take the RIB (C). Use ribs to collect DAGGER (D). Play the mini-game. Solution: (E). Take the MIRROR (F). Walk down twice. Use the DAGGER (G). Play hop (@). Mini-game of the 1-8. You receive the PART. Go in the spring. Place the EYEBALL (H); take the DRAGON FIGURINE (I). Walk down. Place the dragon figurine (J); take the CRYSTAL (K). Go to the diving machine. Use the LANTERN (L); take note of the symbols (purple). Go to the Invisible Bridge. Place MIRRORS (M), CRYSTAL (N), and PART (O). Use the GLUE (P) part. Recreate the (Q); take the MIRROR (orange). Place the MIRROR (R). Pull the lever (S). Play the mini-game. Solution: (T). Turn left. Take the HORN (U). Place horn (V) to receive the CHIP. Take the CHEESE (W) and BOLTS (green); read the note (X). Go to the abandoned warehouse. Place the chip (Y). Play the mini-game. Solution: N-K, M-G, L-C, G-L, F-M, E-N, D-O, K-D, J-E, I-F, H-G, O-H, C-I, G-J, B-O, A-G, Z-K, G-Z, F-A, E-B, K-C, O-K, N-E, M-F, K-M, J-N, C-J, B-O, A-K, Z-G, O-Z, N-A, K-B, G-C, F-K, E-N, D-O, C-D, B-E, K-F, O-B. Take magnet (Q) and JACK (R); read the note (S). Go to the Huge Skeleton. Place the JACK (T); take the DRILL (U). Walk down twice. Use magnet (V) to acquire the metal plate. Go to the Secret Passage. Place the metal plate (W). Play the mini-game. Solution (X): Orange-R, Blue-cwx6, Orange-L, Blue-cwx3, Orange-Rx2, Blue-cwx3, Orange-L, Blue-cw, Orange-L, Blue-cw, Orange-L, Blue-cw, Orange-R, Blue-cwx2, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R, Blue-cwx2, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R, Blue-cw, Orange-R. Enter the Castle. Place the CHEESE (Y); take the RAT (Z). Play the mini-game. Solution: (A). Use ACID (B). Go on. Take the RAT (C). Take the CHIP (purple) and PLATE (D). Walk down twice. Place the plate (E). Play the mini-game. Solution: M-I-H-L-Q-U-V-R-Q-U-T-P-K-G-H-I-M-L-Q-R-M-L-H-I-M-L-H-I-M-L-Q-U-V-R-M-L-Q-U-V-R-M-L-K-P-Q-U-V-R-M-L-K-P-Q-R-M-N. Let's take the KEY (W) button. Go on. Enter the KEY (X) key. Play hop (@). Solution 1: Yx3-Zx5 mini-game. Mini-game solution 2: 1-5. You receive the WRENCH. Go on. Place DRILL, WRENCH, DRY FUEL, and BOLTS (A). Assemble the machine: 1-9. Take the steam drill (B). Use steam drill (C). Use the SEME and WATER CAPSULE (D). Go on. Let's take the SKULL (E). Take the HAMMER (F); place the CHIP (G). Use hammer (H). Move the barrel (I). Place the Skull (J); take the CHIP (K). Place the chip (L). Play the mini-game. Solution: M-R-S-P-Q-S-O-N-M-R-Q-S. Let's take map (T). Go on. Use map (U). Play the mini-game. Solution: Wx2-X-V-W-Xx2-W. Congratulations, you have completed Darkness and Flame: Born of Fire. Created at: 27/07/2016 2016-07-27