

Upon finishing the cutscene you enter the first zone of level 1. Follow the dirt path proceed right. There is fuel for your lantern in the top right hand corner and near the middle of the map, marked with blue floating wisps of light. The bush next to the river can be interacted with. Proceed down to head to the next area.



Proceed down until you encounter two torches next to the river. Light both torches by using “z”. Cross the bridge and pick up the fuel. Near the top of this side of the map is a fuel and next to it is a blue flower that can be interacted with. At this point, you may encounter 2 Shades, the dark shadow-like creatures. You can either fight them using the “c” button or run away from them. To the right side of the map are 2 dried up trees they are burnable and allows you to go to the next area. You can pick up the fuel below the bushes.





In this map continue heading right until you trigger an event. Grace will ask you to help her. If you have enough fuel you can choose to help her or not. If you do not have enough fuel you will automatically not help her. Helping her now will allow you to see this map all lit up during the boss fight. If you don't help her, Grace will turn into a Shade and attack you during the boss fight



and the map will not be lit up. Proceed to the next area to the right. Here you can interact with the well to save the game. Interacting with the well refuels your lantern. You do not need to save the game in order for you lantern to refuel. Proceed right to the next area.





This area has 3 Shades, 1 fuel, and 3 chests. Shades respawn when you leave and re-enter the area.

Right at the entrance is the Helpful Man. Talking to him is not necessary but will give additional insight into the story as well as a hint to follow the Blue Flowers. There are three exits to this area besides the one you just came through.

Up to the right side near where the 1 is the required path that will take you to the next save point. It can be accessed by burning down the little shrub near it as well as the row of dead trees.

To the south, the area marked with a 2 leads to a small side path. There are 2 fuels and 1 Shade. Down there, an Old Woman can be found who gives strange murmurings and hints at the story once again. Talking to the Old Woman multiple times runs through the dialogue. As

well, a little exploration will reveal a goblin-like statue that will give the player some fuel and increases fuel capacity for interacting with it.

Back on the big map, in the top left corner where the 3 is, another shrub can be burned to reveal another path that takes the player to a small area with a large monolith-like structure. Interacting with it will recite a poem and grant the player a lantern upgrade and fuel. Next to it is more fuel.

Also on this big map, there are three chests to collect. All chests contain one third of an upgrade for your lantern capacity, more fuel, and are well worth the effort to collect. One is just by the Helpful Man as soon as you enter and can be reached by walking around the trees till a small opening is found on the right side between the trees. In the bottom left, there is a patch of grass and three torches to light. Interacting with the grass reveals the fourth torch, which when all four are lit, creates a treasure chest in the center. In the bottom right, another treasure chest can be reached by burning down another tree in the player's way.

Following the path marked 1 will lead to a house. You can save outside before going into the house. 2 torches outside the house can be lit for fun.

Inside the house, you need to burn the boards on the floor to proceed to the bed. After interacting with the bed, a cutscene will play. The house changes after you wake up and you can head out on the top right. A notice on the wall can be interacted with.

\*end of level\*

Right outside the house, heading up by burning a tree stump will lead to a statue that gives fuel capacity and fuel. Heading to the right and lighting both torches will create a bridge to cross and leads to the next area, level 2 zone 2.

There are 5 fuels, and 1 Shade in this area.

Proceed right and burn the stump next to the cliff. Climb the vines that the stump was blocking and head to area 2. Going right leads level 2 zone 3. Cross the bridge and collect the chest and fuel on the other side. Return to the previous area.

In the previous area, you may run into a new type of Shade that is faster. Head to area 1 to go to level 2 zone 3.

### Level 2 Zone 3

Head right to collect a fuel and light the 2 torches to cross the river. Proceed to area 2 to collect a chest and fuel. Return to zone 3 and continue to area 3. If you light the torches next to the white torch it creates a Shade. Continuing to area 3 bring you back to zone 2 where you can enter a cavern.





Inside the cavern, you can push the rocks away to get to the first chest. Puzzles can be reset if you exit and return to the area. To get to the 2nd chest you first have to push the middle rock forward then move up a tile and push the two rocks next to you.



Now move the middle rock to either left or right and push the next row of rocks the same way as the first row.



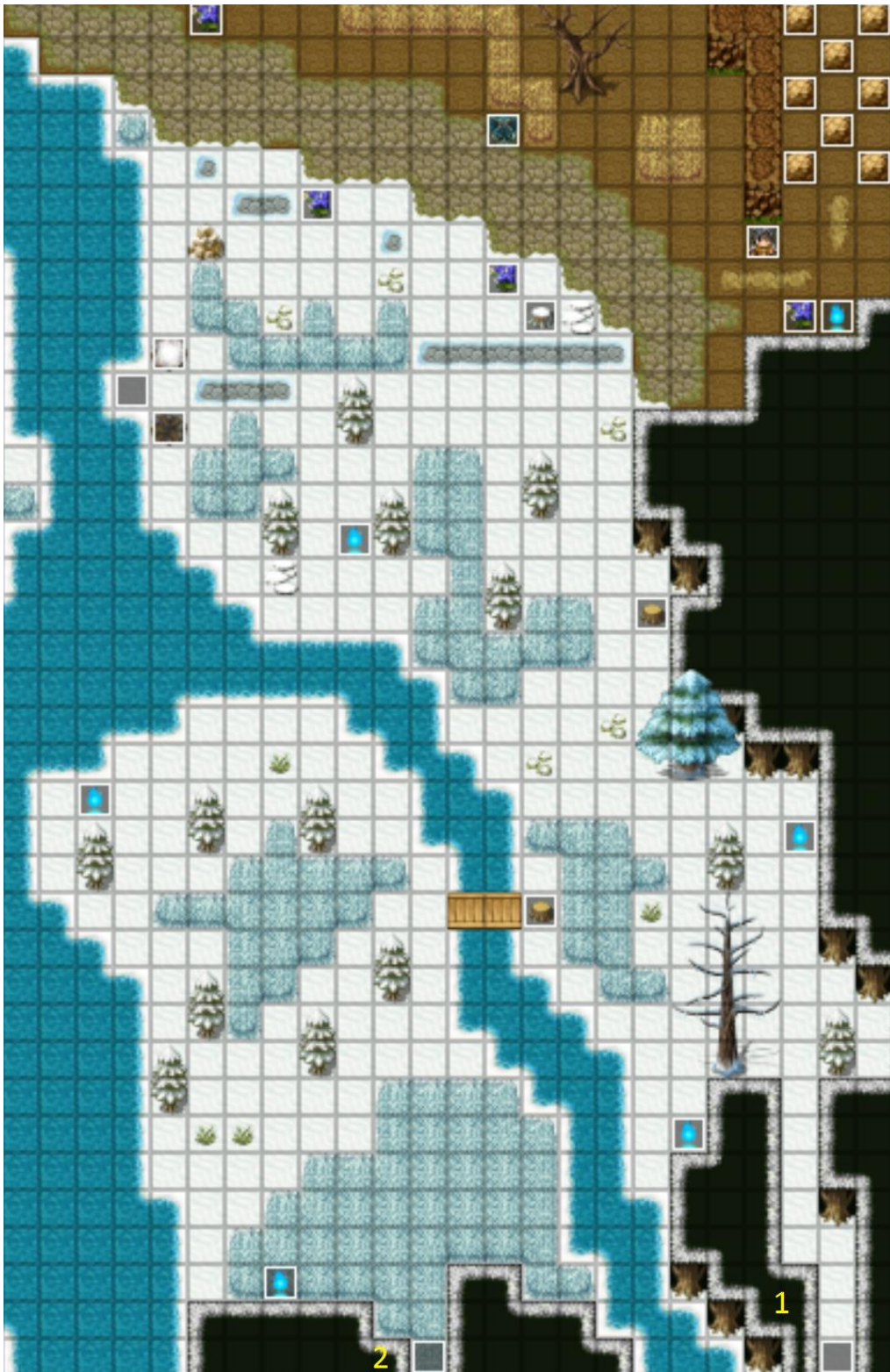


Exit the cavern and go back to zone 2 and talk to the the Old Man below the bridge. Helping the Old Man will allow him to give you fuel during the 2nd stage of the boss fight. If you don't help him now he turns into a Shade and attacks you. Also, if you don't have enough fuel to help him he also turns into a Shade and attacks you. Proceed down and into the next area until you trigger a event. After the event you can save your game by the well. Continue downwards to solve a bolder puzzle.



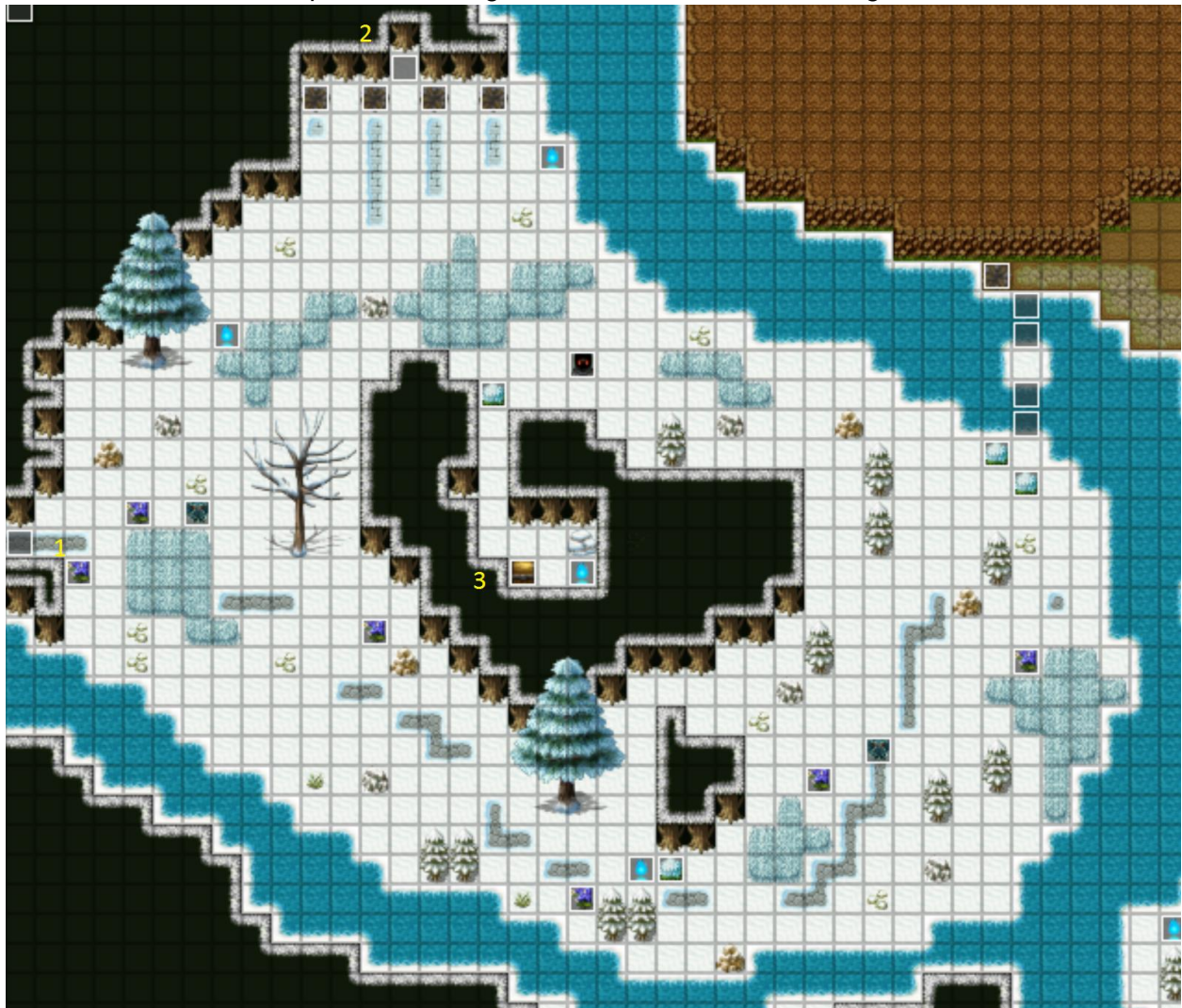
After solving the boulder puzzle you can choose to talk to the Helpful Man and pick up a fuel near him.

Going down will lead to chests in area 1 and 2.





Follow the blue flowers up to a torch. Light the torch and cross the bridge to continue left.



You can find a chest in the middle of the map by area 3 and solve a puzzle in area 2. To solve the torch light the torch from shortest path to the torch to the longest path. Light the far left, far right, right, then left.

To continue to the next area head to area 1. In the next area you can save by the well before entering the house. Once inside the house head to the 2nd floor by using the stairs by the right side of the house. On the 2nd floor you can interact with the statue. Burn the boards to head to bed.

\*end of level\*

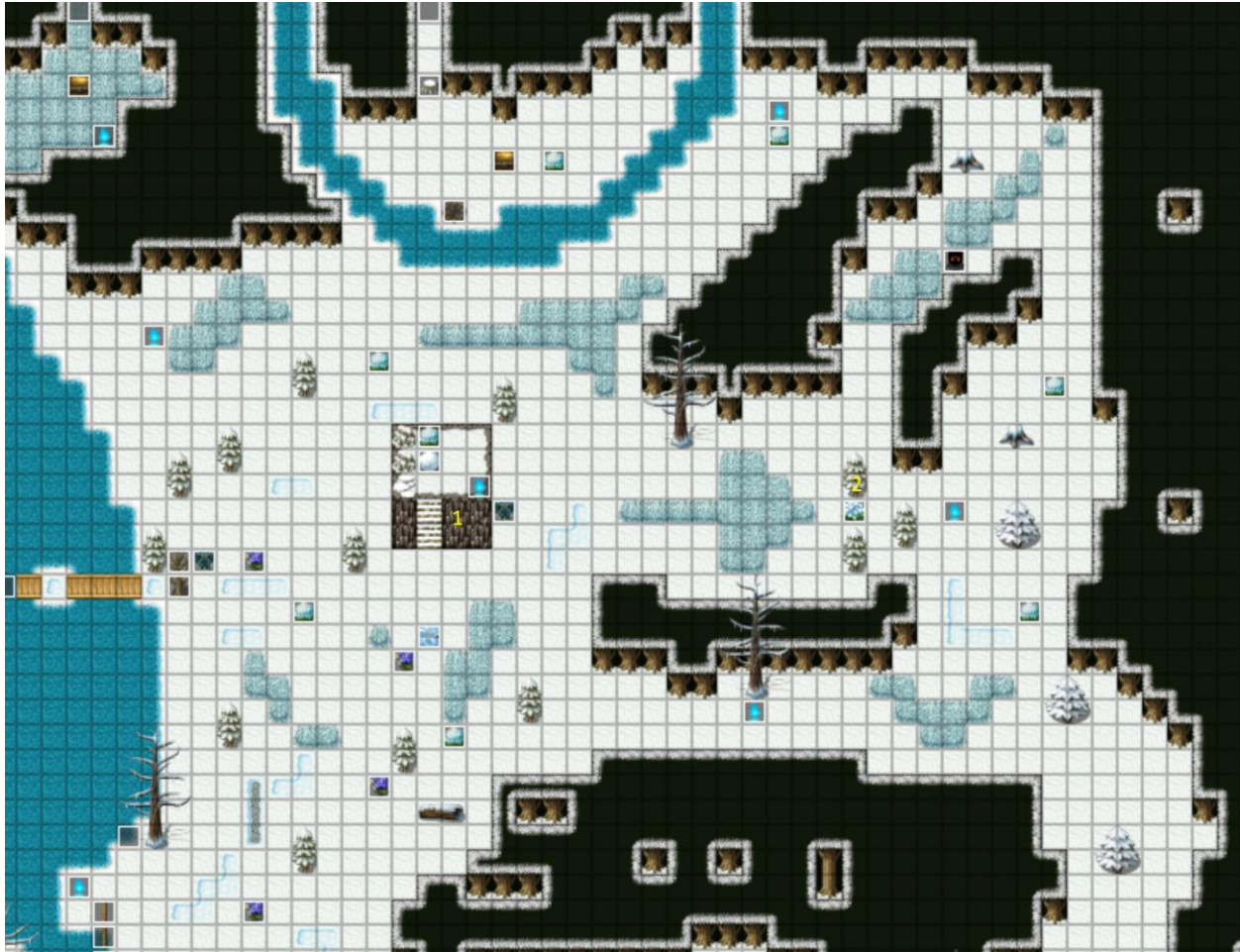
After the cutscene continue downstairs. You can burn the boards near the piano and interact with it. Head down to exit the house.

Outside the house you can burn a bush on the left side of the map. You can now go left to collect a fuel and chest. The torch can be lit for fun. Return to the previous map and save your game. Cross the bridge and head right to head to the next map.



On this map, proceed up to area 3 to find 2 torches. Light the torches to find a chest. Head down but not the way you came to find another chest. Head back to Level 3 zone 2 and proceed to area 2 and light the 2 torches. This provides a shortcut later on when you light the other 2 torches on the other side. For now, head to area 1 and light both torches to cross the bridge.





After crossing the bridge, head to area 1 and burn the bush and melt the snow covered rock on top of the cliff. Interact with the rock to push it down the cliff. The rock will hit the frozen chest and you will now be able to interact and open the chest. This chest carries 1 part of a tree's soul that blocks your path further on.

Afterwards head to area 2 near a bunch of grass in the shape of a arrow. Burn the bush that the grass arrow points to. Head down the secret area and solve the puzzle to open the gate to the chest. Melt the snow covered rock and push the rock onto the blue button to open the gate. Open the chest and leave the area.

Head down left from the arrow grass to find a rope right next to a fuel by the river. Always follow the blue flowers to get to your next destination.

If you continue down you will run into a tree that you can interact with in a clearing.

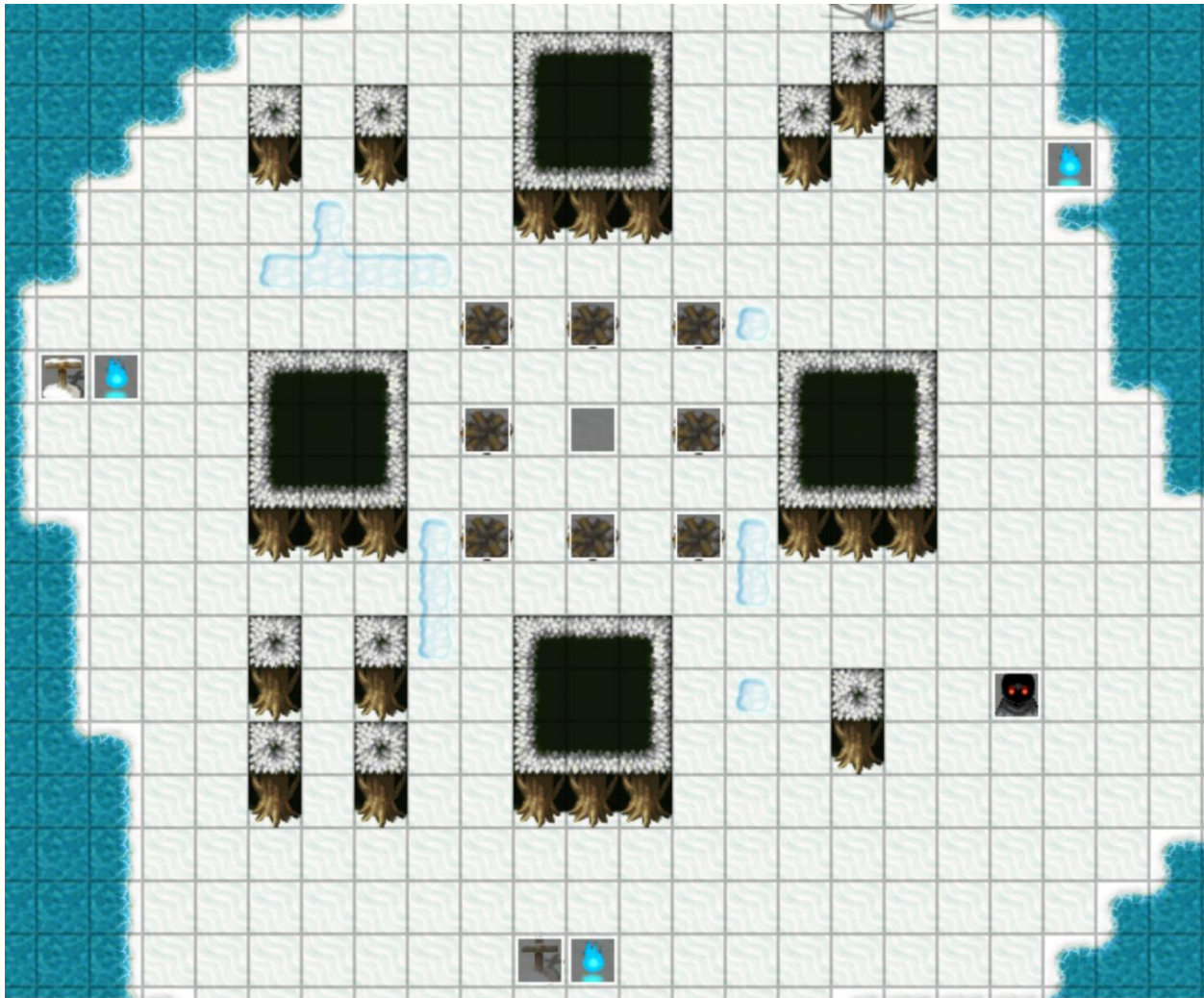


Burn the rope to cross the bridge. There is also a well to save and a Helpful Man to interact with.

Head left to burn a tree blocking your way and continue going left until you find a frozen chest to melt and open. Return back to the helpful man and go down. There will be a dried up tree blocking your way. After conversing with it, you can choose to burn the tree or help it. If you help the tree you will get a large fuel capacity upgrade. If you choose to burn it down you will not be able to get its rewards. There is no way to bring it back.

Go left and burn a stump to solve a puzzle for the talking tree. This puzzle contains the 2nd part of it's soul.



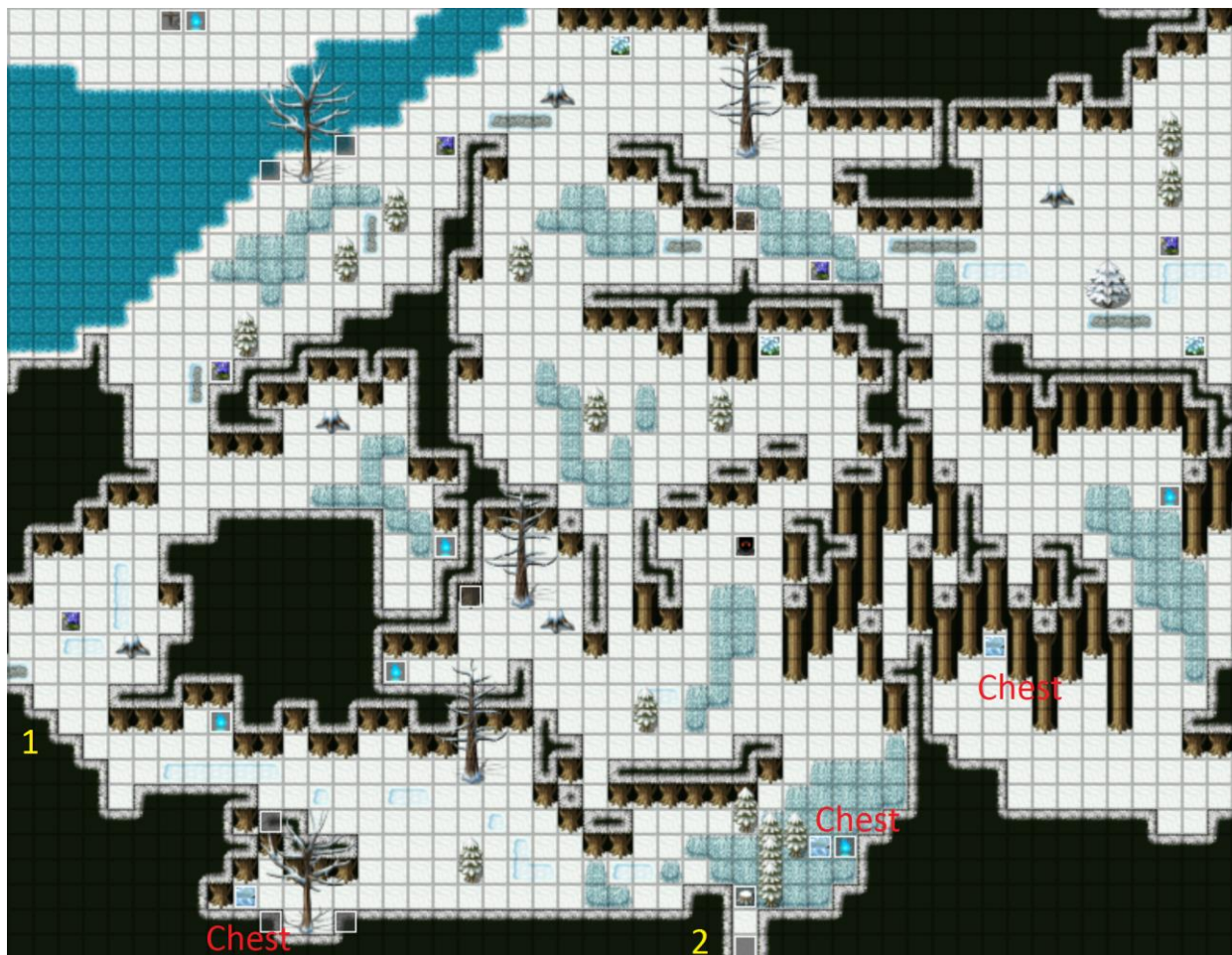


There are 2 crosses in the area which you can interact with and it gives you hints to solve this puzzle. Eliminate the Shade to solve the puzzle without a disturbance.

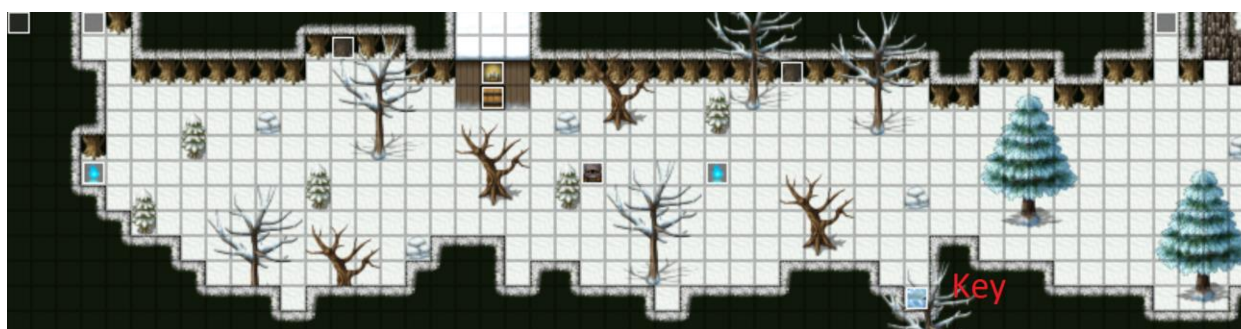
To solve the puzzle, light the bottom left torch, top left, top right, bottom left, and then the rest in any order to reveal a chest.

Lighting the 2 torches above the trees creates a bridge back up if you lit the 2 torches from the other side earlier.

Return to the talking tree and he will now give you a large fuel capacity upgrade and disappear. Head right until you run into a chest. Now head back left to where the spirit tree was.



Continue heading left down to find the first chest next to the tall trees. Afterwards backtrack and follow the blue flowers. Near the middle of this map head down to get to the 2nd chest next to the fuel. Backtrack again and go around to the chest between area 1 and 2.



Heading down to area 2 brings you to a map with a locked shed. The key is in a chest near the bottom right. After obtaining the key you can open the shed and open the chest inside. On the top right side of the map is another way of entering and leaving the map. You could have entered this map by going bottom right after passing the talking tree.



Backtrack to the previous map using the left area and continue onto area 1.

Here you can save by the well. Continue left to interact with a tombstone and open a chest next to it. If you go up you enter the Lost Woods. To exit the woods go left, up, left, down, left. Remember to burn the stump to proceed down.

Collect the fuel and enter the cavern. Inside the cave is also another fuel. Exit the cavern on the top.

Before entering the house you can burn the stump on the right and proceed right to collect fuel and uncover a chest. This should be the last chest you collect in the game. There are 24 chests in the whole game.

After entering the house and talking to your brother he throws you back to the area where you first met Grace. If you helped her earlier you will see her with her sister. If not, she will turn into a Shade and attack you. You will have to pick up your lantern when you dropped it during the encounter with your brother. Pick up the lantern to be able to attack again. Do not get hit by the fireballs and do not touch the blue flames. Touching either of those will lose fuel. Defeat your brother to proceed to the next area.

In the next area, if you helped the Old Man he will give you fuel, if not he won't be here to replenish your fuel. Defeat a Shade if it gets near you. Solve the boulder puzzle but do not get



the boulder stuck in-between the torch or else you will have to light the other 2 torches to cross the bridge. The other torches spawns a Shade to attack you. Push the first boulder up 2 tiles then push the rock on area 3 two tiles to the right. Burn the stump and push boulder 5 down. Next burn the stump next to you. Push boulder 6 one tile to the right, being careful not to push it in between the torches. Next, push it down to clear a path to the bridge.

Cross the bridge to attack your brother. After defeating him you get transported to an area similar to the Lost Woods. Save the game before continuing onwards. Go right, down, up, and burn any objects blocking your path. Most of the enemies are not worth fighting to conserve fuel for the boss fight.

At the boss area you can either lure the shades and fight them before fighting your brother or just go ahead and challenge him. Upon defeating him, approach him again and the credits will roll. Stay after the credits to see the epilogue!