

Finding Light Help Guide

*This section includes basic tips to help players, but does not include spoilers.
For an in-depth walkthrough, see the second section.*

Always remember that you have two forms in this game: a human and a fox. Both of them have different abilities that you need to use to reach the end of the game, but in some cases, they also have weaknesses that players forget about.

Hint 1: Did you know you can talk to animals when you're a fox? Maybe they can help you out.

Hint 2: Remember, you're a little colorblind as a fox, so you can't trust your animal eyes when it comes to these puzzles.

Hint 3: Your canine sense of smell is *much* more developed than your human nose is.

Hint 4: Foxes can see in the dark, unlike humans.

If you still find yourself struggling after reading these hints, see below for a more detailed walkthrough of the game.

Walkthrough

The Forest

- First, open the satchel on the ground and take the bandages from inside. PUT ON BANDAGES to treat your injury.
- Second, TAKE GEM and type "CHANGE" to transform in to a fox. Wearing your gem will allow you to see the paths you can take in the Forest (they will appear in the description as colored scent trails).
 - **NOTE:** In order to leave the Forest for the first time, you will need to be a fox (this is to ensure you do not leave the gem); however, after this you can move about freely in either form.
 - The berry bush (*Within the Forest*) is to the south, and the Clearing is to the north.

Getting Inside the Fort

- Once you are in the Clearing, go NORTH to reach the Fort Entrance, and then go EAST to get to the Post.
- You will find a brown horse, Rian, and a white horse, Era, here. (*Make sure you are a fox so you can talk to them.*)
- If you ASK RIAN ABOUT GATE, he will agree to tell you where the key is if you get him food.

- Go to the Shed, which is WEST of the Fort Entrance.
- Take the dagger that is on the table and go to the berry bush, which is SOUTH of the Forest (*it is called "Within the Forest" in the game*).
- CHANGE to a human and CUT THORNS. This will give you some berries.
- CHANGE in to a fox and go back to the Post. Give the berries to Rian.
- Look under his saddle, and you will find a rusty key. This will open the gate in the Fort Entrance.

The Rat's Nest

- The Rat's Nest is located in the Kitchen of the fort. (*After entering the Raiders' Fort, go WEST to reach the Kitchen.*) There is a crack in the wall here that leads to the Rat's Nest.
- To enter, CHANGE in to your fox form and go WEST.
- The rat will trade you necessary items here for things you find around the fort.
 - **SKIP TO AVOID SPOILERS ON TRADE ITEMS**
 - Bread: located in the kitchen cabinets. Will earn you "gossip" about the maze in the fort.
 - Cheese: located in the Cellar. Will earn you a copper key that unlocks the Empty Bedroom.
 - Pendant: located in the Library. Will earn you a note that tells you how to get through the maze.
 - BONUS: If you tell the brown rat about the dead one in the Cellar, he will give you a token to thank you. This token can be used if you get lost in the maze for the first time. (*See "The Maze" in the walkthrough for further details.*) **(This scenario will appear as a YES/NO cutscene after you give him the cheese.)*

Colored Stones

- The colored stones are located in the Narrow Hall. (*After entering the Raiders' Fort, go EAST to reach the Narrow Hall.*) These stones lead to new places and possible peril, so it's wise not to press them at random.
- To find the clue for this puzzle, go to the Library, which can be reached by going NORTH when you are in the Raiders' Fort.
- Take the paper from the desk and ASK RAVEN ABOUT PAPER (*make sure you're a fox or you won't understand her though*). She will translate the paper for you.
 - Grey: opens the Secret Passage that allows you to sneak into the Barracks. (*You will need to explore here to get into the Tower.*)
 - Red: reveals a hidden passage that leads to the Maze Entrance.
 - Green: a booby trap that will kill the player.
 - **NOTE: Make sure you are a human for this part or else you might press the wrong stone!**

The Tower

- The Tower is NORTH of the Narrow Hall. There are two raiders standing here though, so you can't walk inside yet or use the door that leads to the Barracks.
 - First, make sure you have the copper key, which can be gotten from the brown rat by trading. *(See "Rat's Nest" in the walkthrough for further details.)*
 - Go to the Narrow Hall and press the grey stone to open up a Secret Passage. *(If you are a fox, this will be the light grey stone.)*
 - Go NORTH and then OPEN HATCH to reach the Barracks. Once you are in the Barracks, type "OPEN BEDROOM DOOR" until you find the wooden door. *(You'll have to type it 3 times.)* Unlock the wooden door with the copper key to reach the Empty Bedroom.
 - Open the closet and take the uniform that is inside. PUT ON UNIFORM and return to the Tower. Now you should be able to walk inside and interact with the raiders.
 - For a chance at the best ending, sharpen your dagger with the whetstone here too *(Empty Bedroom)*.
- Once you can enter the Tower, you need to get the dungeon keys from the fat raider, Dov. He will give them to you if you get him a bottle of wine.
 - To get the wine, go to the Cellar, which is NORTH of the Kitchen.
 - Open the chest and retrieve the lantern. Light the lantern so that you can see in human form. *(As a fox, you will be able to see in the dark, but you will eventually need to have the lantern lit to retrieve the wine.)*
 - Take the crowbar. Type "OPEN CRATE". Take the wine and return to the Tower to give it to Dov.

The Maze

- The actual maze can only be reached by typing "ENTER THE LABYRINTH" when you are in the Maze Entrance after you have the dungeon keys.
 - **NOTE: You should SAVE before entering the Maze in case you mess up.**
 - **NOTE:** You cannot make ANY mistakes here. The maze does not work like regular mazes and cannot be solved by wandering around or even backtracking. *(If you realize you've made a mistake, however, UNDO will still work.)*
 - If you have the token and make a wrong turn inside the Maze, then you can get a redo by giving it to the black rat. She will take you back to the Maze Entrance. *(This will only happen once, so if it does, make sure you SAVE before going back in so you don't lose your progress.)*
 - The clue for the Maze is given to you by the brown rat in the form of a note.
 - Take the note to the raven in the Library and ASK RAVEN ABOUT NOTE to have her translate it for you.
 - Go back to the Maze Entrance and type "ENTER THE LABYRINTH".
 - The directions are as follows: EAST, NORTH, EAST, NORTH, WEST, WEST, SOUTH, WEST, NORTH, WEST

The Final Battle

- In order to get the best ending, you will need to have the dagger with you and you will need to get it sharpened.
 - Go to the Empty Bedroom and use the whetstone to sharpen your dagger. Now your dagger should be sharp.
 - Play through the game until you arrive at the Dungeons (located at the end of the Maze).
 - Unlock the cell with the dungeon keys to free Aurel.
 - CHANGE in to a fox to locate the stone slab. Once you find it, CHANGE back in to human form and PUSH the stone, which will trigger the final scene of the game.
- **SPOILERS**
 - If you do not have any viable weapons with you, then you will need to simply keep typing ATTACK ZAKIR for the battle.
 - If you wait around too long, attack Zakir without any weapons, or choose to attack him without a weapon even though you are carrying one, you will eventually trigger a death ending.
 - The game recognizes the dull dagger, the sharp dagger, and the crowbar as viable weapons for this battle. Using these to attack Zakir will yield different endings, however, with varying outcomes, so feel free to try them all.
- For the best possible ending of the game, type “ATTACK ZAKIR WITH DAGGER” when your dagger is sharp.

Thank you for playing!