Mistfal

Description and tips on passing

Gameplay

The main concept of the gameplay of Mistfal - a transition between the Worlds. In the game, there are three parallel Worlds: the World of Living, the World of Spirits and the World of Death.

Why should you move between the Worlds?

- To kill the Enemies. In the the World of Living the enemies are invulnerable. In the World of Spirits the enemies can be killed one by one. In the World of Death you need to solve a quest, thereby kill all the enemies at once.

How to move between worlds?

-The player must make a tower of totems to move between worlds. In the game there are three types of totems: Green - an animal, red - a winged animal, blue - a bird. Totems can be installed only in the following sequence: green-red-blue. The green totem is already placed and requires no installation. After the installing the red totem the player enters the World of Spirits. After installing the blue totem the player enters the World of Death.

How to install the totem?

-Very simple. The player must take the totem in hands and come closer to the base of the totem tower, and see where the totem must be installed. Totem will be installed automatically. To install the blue totem need to get up.

How to find the totems?

- Totems are located in the fixed areas. They can be found on the glow of eyes. At the first level, after you wake up in the tent, blue totem does not exist, only the red totem does.

Must the player install the totems?

- Depending on the situation. As a general rule, the installation of the red totem is required, but meteorological station can be passed without it. Blue Totem is optional, except the level of the waterfall, there is nothing happens without it. Installing or not installing totems, the player can choose the style of the game.

Attention, further is the descriptions of quests and SPOILERS !!!
Please read on only if you have troubles with the game passing.

Quests(each level is described on a separate page)

Introduction. Hangover

Just go, look, no quests.

1. Bad dream

Near the first totem you need to climb the stairs. However, the plank will break, and the player will need to climb the cliff to the left of the stairs. To do this, install the red totem on the green one. Take the hatchet and kill the enemy, who blocks the passage.

2. Den

Following the stream enter the cave. Coming out of the cave, find the red totem and install it. Further

Option 1: Kill the enemies one by one using stealth, pull out the pegs that hold the logs near the fence, to go to the next level.

Option 2: Install the blue totem. Then in the World of Death solve the quest. It is necessary to rotate the totems until their glowing eyes be placed in the same sequence as the lights flying above the totem tower. When the lights will make a turn and totems will be opposite the corresponding color, open the portal and all the spirits in the current level will fall into the World of Death. Then also remove pegs from the log and to the next level.

3. Walking Fire

The main quest at the meteorological station is to start funicular. You can use the totems or not. To start the funicular you need to find a canister (it's in the ground floor of the large two-storied building), then fill it with fuel from the tank, then pour the fuel into the backup generator, turn on the generator and pull the switch. Then jump on the funicular seat and go to the other side of the canyon. The totems are used the same way as at the last level.

4. Air Support

Exciting parkour :)

5. The Snake Path

At this level there are two ladders that you can carry with you and set in specific places. Keep in mind that one ladder is short, and another one is long.

6. Harsh reality

Again totems, only this time to get them, you need to use the portals located on the perimeter of the cave. While moving, using the portal there may be intermediate stops in which the player can sometimes either control the main character or not. Yes, do not forget that the protagonist is a former military solder, and know how to swim well under water.

7. Awakening

The final.