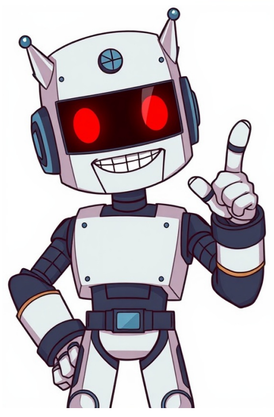
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2015 video game 2015 video gameFranBowDeveloperKillmonday GamesPublisherKillmonday GamesDesignerNatalia MartinssonComposerIsak MartinssonEngineGameMaker Studio[1]PlatformsMicrosoft Windows, OS X, Linux, Android, iOS, Xbox Series X/S, Xbox One, Nintendo Switch, PlayStation 4ReleaseWindows, OS X, Linux27 August 2015Android 16 February 2016iOS 5 March 2016 Xbox Series X/S, Xbox One, Switch, PS428 April 2023GenrePoint-and-click adventureModeSingle-player Fran Bow is a graphic adventure game with psychological horror elements developed and produced by Killmonday Games, a Swedish indie game studio. The game was released in 2015 for PC and in 2016 for mobile. In 2023, it was ported to the Xbox Series X/S, Xbox One,[2] Nintendo Switch[3] and PlayStation 4.[4] Similar to other adventure games, the gameplay involves seeking various objects in the game world in order to combine and use them to solve puzzles, and speaking with non-player characters to learn more about the world and how to progress. In one scene, the player controls the protagonist's cat. Additionally, a small portion of Fran Bow consists of minigames situated within the broader narrative that present more complex logical challenges. Set in December 1945, the game tells the story of Fran, a ten-year-old girl struggling with mental illness after witnessing the brutal murder of her parents. She is then found alone in the woods and admitted to Oswald Asylum, separating Fran from her black cat and only friend, Mr. Midnight. Under the care of psychiatrist Dr. Marcel Deern, Fran is administered pills. The pills cause vivid hallucinations of a phantasmagoric parallel universe, filling Oswald Asylum with smears of blood, mysterious messages, grisly torture, human subject research in psychiatry and neurology, and otherworldly shadow beings, along with the culprit behind her misery, an evil creature named Remor, who supposedly killed her parents. Driven to escape her imprisonment, find her cat, and return home, Fran escapes and flees into a nocturnal forest in which she encounters ghostly nature spirits. Fran then finds herself and Mr. Midnight trapped together in a haunted house that belongs to conjoined twins named Clara and Mia Buhalmet, who claim to have kidnapped the pair to force Fran to complete a ritual that would separate them. Fran eventually tricks the two, taking her cat and escaping. When the girl attempts to cross a bridge of roots, it frays and collapses. She awakens to discover that she has been transformed into a tree in a brighter world called Ithersta, a land where vegetables, insects, pine cones, and roots live in harmony. There she meets Palontras who helps her return home. After departing Ithersta, Fran meets Itward, a giant skeletal creature. She discovers that it was Itward who had helped her in her search for Mr. Midnight. Itward tries to take Fran back home in his flying machine. While in the flying machine, Itward throws a surprise party for Fran's eleventh birthday. However, the flying machine is sabotaged into crashing by evil spirits, and Fran Bow and Itward are separated. Fran awakens near her home where she is taken away by Dr. Deern. After visiting Fran's parents' grave, Remor appears and captures them. She is trapped in a hell-like dimension, ruled by Remor's mother, Mabuka. It is revealed Fran's aunt, Grace, and Dr. Oswald, who experimented on Grace and Fran's mother, had Remor possess Fran to murder her parents believing Fran's suffering is key to his experiment. After Oswald shoots her, Itward and Palontras come to save Fran, killing Grace and Oswald. After being revived, Fran, Mr. Midnight, Itward, and Palontras fly away with Fran resolving to be happy. Throughout the game, Fran and other characters grapple with psychological trauma, survive the abuse of parents and doctors, and learn what it means to live amongst many types of beings and spirits. Fran Bow was developed by Swedish studio Killmonday Games, composed of Natalia Martinsson (née Figueroa) and Isak Martinsson. The plot of the game includes autobiographical elements from Natalia's life, and she described the process of creating the game as therapeutic.[5] The game was part-funded through an Indiegogo crowdfunding campaign, raising $28,295 in August 2013. The game was released for desktop platforms in 2015, and mobile versions followed in 2016.[6][7] ReceptionAggregate scoresAggregatorScoreGameRankings70%[11]Metacritic70/100[8]OpenCritic61/100[9]Review scoresPublicationScoreAdventure Gamers[10]RiotPixels53/100[12] Fran Bow sold 10,000 copies in its first month.[1] The game received a score of 70/100 on reviews aggregation website Metacritic, indicating a mixed response.[13] Adam Smith, writing at Rock, Paper, Shotgun, gave the game a positive review, describing it as a game that "sits alongside Wonderland and Oz – imaginative, strange, unsettling, intelligent and charged with a rare and beautiful sense of hope". Smith felt however, that some plot threads were not satisfactorily concluded.[14] Joel Couture, in an article for Gamasutra, used Fran Bow to discuss the merits of an ambiguous ending; Figueroa responded that she preferred to "give the answers in a metaphorical way", allowing players to interpret those signals through their own experiences.[15] Fran Bow also appears in The Sorrowvirus: A Faceless Short Story as an animate doll, used with the permission of Killmonday Games. Fran Bow in The Sorrowvirus: A Faceless Short Story holds no canonical connection to its parent title and is instead a guest-star in a separate video game universe.[16] On September 3rd 2025, during Killmonday's 10th anniversary Afterlive stream, an untitled follow-up game was officially announced. It will serve as a crossover between Fran Bow and Killmonday's other game Little Misfortune, which is set in the same universe. ^ a b "Fran Bow and the Mortem-Post". Killmonday Games. 2 October 2015. 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Retrieved 4 September 2022. ^ Bambi (4 December 2015). "Рецензия на Fran Bow". Riot Pixels. Retrieved 4 September 2022. ^ "Fran Bow". Metacritic. Retrieved 22 April 2016. ^ Smith, Adam (4 September 2015). "Fran Bow Is A Worthy Heir To Wonderland". Rock, Paper, Shotgun. Retrieved 22 April 2016. ^ Couture, Joel (4 September 2015). "Fran Bow and the appeal of the ambiguous ending". Gamasutra. Retrieved 22 April 2016. ^ Sklar, Adam (23 February 2017). "Fran Bow in Faceless". IndieDB. Retrieved 11 July 2020. Official website Retrieved from " For chapter 1 we will only have 2 achievements to get. "Sleepy Princess" and "I found my way out."Starting the chapter, you'll have a long cutscene style introduction to the story. You'll eventually end up in a room being questioned by Dr. Deern and unless I specifically point out dialogue choices you need to go through, you can essentially choose whatever you want. During this point of the game the choices don't matter.Once you're able to start moving around you'll want to pick up the purse from on the desk which will get you a letter from Aunt Grace explaining how the basics of the inventory work. A little on the nose, but that's fine for this style of game. After you get through that he'll call a nurse that brings you the medicine called Duotine. When you take the pills, you'll be taken to what we'll refer to as the ultra-reality. Don't worry, this gets explained a few chapters from now, so just know that the ultra-reality is another reality full of death, evil, and however else you'd describe horror themes.Once back in control of Fran you'll need to click to wake her up. Take a look out the window and then the curtain will break causing a hook to fall on the floor. You'll want to pick that up.Use the eye on the side of the screen to navigate further to the left of the room and you'll see a nurse at a desk. Talk to her and tell her that "Something Happened!" and that you "Broke the curtains." She'll leave to take a look at it and you'll want to follow her. Once she sees the missing hook, she'll ask you about it before leaving the room. You can then go back to the left side of the room to go through her desk, and you'll find bandages on top, and a note that gives you the key to a puzzle.Inside of the drawer we can find a medicine box that has a combination lock to open. The key from the bottom note correlates to the combo. So just match the letters to the numbers and enter in 8945 to get it open.Inside you'll find more duotine which will be able to take you to the ultra-reality any time you want by clicking the bottom right of the screen. Go ahead and go there now to find a dead nurse and a ball of yarn below her. Click that to grab the knitting needle.Go back to the right side of the room while in the ultra-reality and you'll see a set of stairs that replaced your bed. Go down there to see a scene of Dr. Deern and Aunt Grace talking. You'll then transport back to your bed, and you can exit the ultra-reality.Go further to the right of the room and you'll find Phil who you can talk to and find out how to escape. Then pick up the box under his bed which contains a small key.This key unlocks the drawer beside your bed, so head back over to the left to unlock that and pick up the picture from inside, as well as a hair clip. Combine the hair clip and the knitting needle to make a makeshift lockpick set called the "Special key" that can unlock the door to the room.Once outside of your room you can go through the second door on the right to find a girl sitting on the floor with crayons.Try to take one, she'll stop you, and then talk to her and avoid choosing anything that would end the conversation early. Eventually she'll show you her wrists and you can offer your bandages to her.She'll then give you a green crayon and you can leave her room. Take the pills to go into the ultra-reality and look through the WC door. On the window you'll see a message that helps you with a puzzle we'll come to in a second.Take the pills again to go back to the normal reality and go down the stairs. The nurse will come up and stop you. Don't mention that you "Opened it with my key!" and just gas light her that she left the door open. You can then head on out down the stairs and keep on going down the hallway and through the door next to where there are keys hanging on the wall.In the next room there's a girl in a blue dress, and then through the door on the right you'll find a kid staring at the static on the TV. Talk to him and avoid any choices that would end the conversation to keep that going. He'll ask you to change the channel and you'll set it to 8. When he talks to you about it say "Great! Can I See?" and he'll give you a piece of paper.Before you leave the room, click on the robe and you'll take the pink sash. You can tie that around the hook to get the tied hook. Then leave the room and go straight across the hallway to the door on the opposite side.This will be a sort of cafeteria room where you'll see quite a bit of food on a table. Take one of the cinnamon buns and then head over to the left side of the room.Try to grab the cane leaning against the wall and "The King" will stop you. During the conversation you'll want to go along with his king RP that he's doing and then tell him that you want his cane. Agree to his demands then you can draw a castle and horse on the sheet of paper that you have using the green crayon.Hand that back to him and he'll give you the cane. You can then combine the tied hook and the cane to make the grab-o-matic 2000.Go back to the right side of the room and you'll see that the girl that was walking around on the left side of the room earlier is now sitting on the couch on the right side. Talk to her and avoid any conversation choices that would end the conversation early. She'll eventually give you sleeping pill which you can combine with your cinnamon bun to make a magical sleep cake.Head back out to where the guard and office key are and you can finally get the "Sleeping Princess" achievement. Try to grab the key with your grab-o-matic 2000 and the guard will take it. Then offer him your magical cake and choose the conversation path "A Cake! Eat it!", then "You'll regret it!", and then "Fresh from the oven!" He'll then eat the cake and fall asleep getting you the achievement. Then you can pick up the grab-o-matic and grab the office key and can open the office door across from the guard desk.Once inside there you'll see an extra key hanging from a hook and you can check the note on the right side of the board to see a clue to another puzzle. Leave the room and Phil will talk to you before locking the door. Take your pills to go to the ultra-reality and you can go into the vent on the right side of the room.Eventually you'll fall down and wake up in a basement. Go up the stairs when you're able to and use the extra key to get through the door. You'll go through another quick cutscene before waking up again on the basement floor and can go right back up the stairs. Go through that first room and climb the stairs to get to the reception office. Take your pills to go into the ultra-reality and put the extra key back on the hook on the right side of the room. then head back to the corner you came from and go back to the normal reality. The nurse will grab the key and head out of the room. Now we can go up to the alarm control pad with a flashing red light and use the clue we found earlier to solve the puzzle.December is the 12th month. Add 12+17 to get 29. July is the 7th month. Add 7+25 to get 32. Put those two together and you have the code 2932.Put that code into the control panel and it'll disable that so you can go through the yellow door.Then you can head out of there to escape, and you'll have a short cutscene before coming up to a maze where you'll be able to get the "I found my way out" achievement. To get this you'll need to actually complete the maze and not choose to skip it. The basic route you have to go is up and to the right, and then straight over to the left at the top in order to get to the top left corner. I'll let the rest of the maze route play out here so you can follow it if you need to.And that's everything for Chapter 1 of Fran Bow. We'll be posting the walkthrough of Chapter 2 soon, so stay tuned!If you found the video guides helpful be sure to also like, comment, and subscribe over on my YouTube Channel.I also cover the achievement/trophy guides for many other games so whether it's on Youtube, our website, or Steam check out some of my other guides to help you 100% more games.Thanks for reading/watching! When you wake up in the kitchen, read the note on the cat's bed. Take the metal pot from the shelves on the right, and the baking soda and knife from the shelf. Close the small window here, then head to the left. Take the matches from the table. Look at the small shelves and pick up the salt, pepper and a seed from the tiny drawer. Turn on the faucet and fill your pot with water, then turn off the faucet again before continuing left through the door.In the dining room, pick up the vase containing ash next to the fireplace. Examine all of the pictures on the wall, then head upstairs. Pick up the broom. Open the chest of drawers and take some black candles from inside, then head left. Take the tweezers from the dressing table, then return right. Pull the rope hanging from the ceiling to reveal a ladder, then climb up to the attic. Pull another rope to turn on the light. Click on the cage and you will find and talk to Mr Midnight.Go all the way back downstairs and talk to the twins - they will give you a recipe to create. Achievement: After speaking with the twins eat a slice of chocolate cake and a cupcake.Go right and climb out through the open window. Talk to the toad, take the plank and go back inside. Climb up using the steps on the side of the well. Use your plank to get across the gap to the far right step. Use use your matches/ knife to cut the rope.Achievement: use the matches to burn the rope to get the bottle. Climb back down and try to take the bottle. Wait for the large frog to resurface, then use your tweezers to get the message out of the bottle. Examine this message to see another recipe. Climb out the window again and use your seed on the moonlit water, then pick the blue rose. Go back inside, then go left twice and use the bad recipe with the typewriter to adjust it. Return right twice, and the twins will tell you they will wait in the dining room. Go there now and show them the tampered bad recipe to get some of their hair. Go right twice to return to the first part of the kitchen. Use the knife on Fran to get some blood.Use matches on the stove to light it, then put the pot on the stove. Add your blood, salt and pepper, hair, and the blue rose. Spread the ashes on the black and white portion of the floor. Put the black candles around the ash, then light them with your matches. Go left twice and talk to the twins - they will follow you to the kitchen. Pour the potion on them and you will automatically recite the spell. Pick up the key from the ashes, then go to the bedroom upstairs. Use your key on the lock above the broken mirror, then examine the puzzle you have found. You need to slide the gears around to provide power to the gear on the far right:Examine the top section of the closet and take the cage key. Return right, then go up into the attic.Achievement: Look inside the baby carriage in the attic.Use the cage key on the golden cage.Achievement: unlocked automatically after you free your kitty from the cage.Go downstairs and out through the kitchen window. Talk to the toad again, then use the baking soda on him. Now you must ride across the river on the toad by jumping on the leaves and logs.Achievement: Complete the toader mini-game.As Mr Midnight, click on the dress, then talk to Fran (who has turned into a tree). After the creatures arrive, go right and you will see the purse on a leaf in the river. Pull the handle on the tree to extend a bridge, but when you approach the bridge it retracts again. Return left and talk to Fran again, then go back to the right. Pick up one of the crystals from the near the water's edge. Pull the handle again, then use the crystal in the gears to lock them in place. Now go and pick up the purse. Return left and talk to Fran again, then show the picture to the vegetable man. Chapter 1 - My Sober Day | Chapter 2 Part I - Curiosity Symptoms | Chapter 2 Part II - Double Personality | Chapter 3 - Vegatitive StateAfter quite a long introduction Fran will find herself in a doctors room being questioned by what I gather to be a psychiatrist, the answer's you choose at this point don't seem to effect anything. Once the Doctor has told you about the gift from your Aunt Grace, Fran will be free to move around.Collect the purse from the desk, this will add a letter from your aunt that will give you a quick brief on how the inventory works. Your inventory can be accessed using the purse in the bottom left of the screen. Open it now and then select the document and click examine.When you've read the letter listen to what the doctor has to say. He'll eventually call the nurse who'll bring you your medicine, she's carrying a new medicine called Duotine. When you Grab the pills Fran will swallow them taking her to the Ultrareality.Once you take the medicine the room will be transfered to a scene of death and darkness, this is known as the Ultrareality.Make the Guard fall asleepBeat the Maze mini-game!Fran will wake back up in bed, you'll need to click in order to wake her up. Have a look outside when Fran moves the curtain it will break and a Hook will fall on the floor, pick it up as it will come in handy later.The eyes on either side of the screen can be used to navigate different areas of the same room.Explore further to the left of the room and talk to the nurse sat at her desk. Tell her that Something Happened! and you Broke the curtains... She'll go and investigate her, follow her. Noticing the missing hook, she'll ask you about it before leaving the room to search for something to fix it with. Fran will now be able to go through the nurses desk without getting spotted. On top of the desk you'll find Bandages and a note thats a clue to a puzzle. Make a note of the numbers and letters at the bottom of the page.With the top of the desk clear have a look through the draw, you'll find a Medicine Box. The Medicine Box has a combination lock on it. To open the Medicine box use the clues along the bottom of the note found on the desk. Match the number with the letter below it 8945Inside the box you'll discover Duotine that earlier sent you to the Ultrareality. You can use the Duotine whenever you like no to go to the Ultrareality. Just click the Duotine bottle in the bottom right of the screenUse the Duotine now to go to the Ultrareality. You'll see a dead nurse sitting in the wheelchair with a ball of wool at her feet, click the ball of wool to get the Knitting Needle.Go back towards your bed while still in the Ultrareality, a stairwell leading downstairs will now be where you bed once stood. Go downstairs to find your Aunt talking to the doctor, Fran will wake up again near her bed and the stairwell will have disappeared. Click the medicine again to switch back to the real world, explore further to the right in the room. Phil will be sitting on his bed speak to him and he'll give you clues on how to get out. Under Phil's bed you'll find a Secret Box it's unlocked and inside you'll find a Small Key. The Small Key unlocks the draws besides your bed. Once unlocked you'll find a Family Photograph and a Hair Clip. Combin the Hair Clip with the Knitting Needle to gain the the Special Key that can be used to unlock the door of your room.It's always worth switching to the Ultrareality, whenever you find a new room.Go through the second door on the right, Adelaida will be sitting on the floor amongst some crayons, if you try and take one Adelaida will stop you. Keep the conversation avoiding anything that will end it early and Adelaida wil show you her bleeding wrists. Offer Adelaida one of your Bandages, Greatful she'll offer Fran a Green Crayon. Leave her room and use the Duotine to go to the Ultrareality and peer through the WC door window. On the inside of the glass you'll find a clue written that will help you later on.Exit the Ultrareality and exit down the stairs, as you approach the Nurse will come up stairs stopping you. DONT mention that you Opened it with my key! she'll deny that she left the door open, and send you back your room. Walk over to the door to the room again and the Doctor will be near Phil's bed, Tell the Doctor that I haven't eaten in days! at the conversation he'll let you get something to eat.Leave you room and go down the stairs, you'll see the Yellow door that Phil mentioned earlier. Carry on down the corridor and through to the next room where the Office Keys are hanging on the wall. In the next room there is a girl in a blue dress, go through the door on the right and speak to the child sat in front of the tv. Again avoid anything that will end the conversation early and eventually he'll ask you to change the channel, change it to channel 8 and when he talks to you about it respond with Great! Can I See?.He won't let you see but will invite you to take the Papers that didn't work. Before you leave the room check the robe in the bottom right of the screen, Fran will take Pink Sash from the gown. Tie the Pink Sash around the Hook to get the Tied Hook. Leave the room and go straight over the corridor to the room opposite.You'll see food on the table, grab a Cinnamon Bun and go to the other part of the room. If you try and grab the cane leaning against the wall, 'The King' will stop you. wither conversation option is fine but he'll ask you to bow to him, oblige and he'll ask you what you want, tell him I want your cane.He'll explain that it's his sword, agree with him and He'll request that you bring him a castle and a horse. That message on the bathroom window will now come in very handy, Use the Green Crayon to draw a castle and horse on the Paper. Hand the Drawing to the King who will let you take the sword/Cane in exchange. Tie the Tied Hook to the cane Cane creating the Grab-O-Matic 2000. Make your way back to the room with the key on the wall, as you go to leave the cafeteria you will notice a girl sitting on the sofa. Speak to Annie avoiding anything that leaves the conversation and she'll give you a Sleeping Pill. Leave the room and continuing to the room with the man at the desk and the Office Key on the wall.Lace the Cinnamon Bun with the Sleeping Pill making a Magical Cake and give it to the man sitting at the desk.To get the Sleeping Princess achievement, you need to follow this conversation in a specific order. A cake! Eat it!He'll say he's not interested, reply with You'll regret it! He'll ask you to leave it on the table and he'll eat it laterTell him it's Fresh from the oven!. He'll finally eat the cake and fall asleep where he sits. Once he's asleep use the Grab-O-Matic 2000 to grab the Office Key from the key hook, open the office door opposite with the Office KeysOnce inside, you'll see the Extra Key hanging from a hook and check the notice board on the right. There's a note on the right in the middle of the board that has an important clue regarding the yellow door on it. Leave the room and Phil will appear, he'll talk to you for a while before slamming the door and locking it. Take the Duotine, and a hand will open the air vent to the right of the screen. Climb through the vent to escape and keep crawling through it until you fall down one of the pipes.You'll wake up in the basement. Go up the stairs and use the Extra Key on the locked door. After a quick video you'll wake up again on the basement floor. Go back up the stairs and skip through the first room, It's worth exploring Ultrareality but there is nothing key to completing the Chapter. Climb stairs and you'll end up in the reception office, take the Duotine to switch to the Ultrareality and walk over to the over side of the room placing the Extra Key on the hook and return back to the door you came from. Go back to the real world, The nurse will spot the key and grab it and take it to the doctor.To open the yellow door and escape you need to turn off the alarm using the number pad near the red flashing light. The solution to this is on the piece of paper we found earlier in the office. The clue is in the picture above. This puzzle took me some some time to complete, it's not very clear. However December is the 12th month, 12 + 17=29. July is the 7th month 7 + 25=32. Combine the two to make a 4 digit password 2932. With the code input the yellow door is unlocked, Go through the doorway to the exit of the hospital and click on the yellow door to leave the asylum. After another short video, follow the cat on the unicycle to the maze.You can skip the Maze if you want however you will miss out on the I found my way out achievementYou can use the video below to guide you out of the maze.Click on the pipe and after short video you will finish Fran Bow Chapter 1 - My Sober Day and starting Chapter 2 Part I - Curiosity Symptoms. This game is not yet availableThis game does not yet have hints here in Nice Game Hints. Would you like to write them? It is easy and fun!Check out our web-based editor here. Every review comes from a verified owner of this game or item and is evaluated by a team of moderators. Check the Ratings and Reviews Policy for more details.There aren't any matching reviews. Try a different search combination.Share your thoughts and help other players in the community.After witnessing the gruesome deaths of her parents, a peculiar young girl named Fran is imprisoned in Oswald Asylum. To survive the asylum's cruel experiments, Fran self-medicates, giving her the ability to see a sinister alternate world, the Ultrareality.Follow Fran on her epic journey through the Ultrareality to uncover who killed her parents, reunite with her missing cat Mr. Midnight, and return home to Aunt Grace, her only living relative.Features:•Story-driven, psychological adventure game. •Self-medicate to experience a strange alternate world, and to help solve puzzles and find items.•Puzzles of varying levels of difficulty.•Interactive and occasionally playable pet cat, Mr. Midnight.•Creepy-cute 2D Graphics, reminiscent of a children's book. •Explore 70+ hand-painted locations.•Interact with 50+ unique characters throughout the realms.•Enjoy Fran's dry, quirky sense of humor.•Includes 3 arcade-inspired mini-games with different art styles to play through between each chapter of the story.•Original soundtrack. Welcome to Omniversal Battlefield! The Observable Database Hello there! This is the Omniversal Battlefield and this wikia exists as a counterpart to VS Battles, Character Stats and Profiles, Vs Debating, Top-Strongest and many other wikis that are considered to be notable within the power scaling community. Similar to the other wikis listed, the purpose of this place is to index feats, statements and other conditions to gauge out the powers of many fictional characters. We also put these characters against one another using the hypothetical power levels that we have come to a conclusion on and decide who would win realistically speaking. While in the end, power-scaling itself is a solely based on one's opinion and in truth, only really the official creators can decide how powerful a character is, we still do find enjoyment in this hobby. Now one thing that we have to clarify that's been a huge problem is copy and pasting, while we do have an entire page regarding it, now it's gotten to the extent where the consequence has to be given for this action. So in essence, if a page is found out to have been copied from another source (We mean, almost identically with little to no change), it will be deleted and users will be warned. If it is continuously happening, then it will result in a ban for an unknown period of time. With that being said, this Wikia doesn't intend to compete with any other wiki nor does it want drama with other outlets of information, as this place exists as a separate community with different beliefs. That's all and enjoy your stay at Omniversal Battlefield! After reading our policies and the likes, of course Central Beliefs " You have to listen to the people who have a negative opinion as well as those who have positive opinion. Just to make sure that you are blending all these opinions in your mind before a decision is made. „ ~ Carlos Ghosn; A quote that reflects our views This wiki operates on the basis that different waves of interpretation are able to be expressed and brought up. Fiction in it's very nature is heavily reliant on how one perceives it and as such, there are by extension, going to be different ways one can interpret the works of others. This means that everyone formulates their own beliefs and as a wiki, we firmly belief that all interpretations are valid within reason. In conclusion, everyone has their own opinion and our nature as humans tends to make us disagree, as such, one should consider that a difference of opinion doesn't make an inferior man/debater and that confronting different perspectives can open your eyes to new ways of thought or change your previous perspective Templates for profile creation are located at the top of the page, which is under "PROFILE FORMATS" and was done out of convience for the profile maker. In case they aren't easily seen, the following templates can be found here: Easy access to our rules can be found here below: Site Rules Please note that violating a rule in another's turn does not allow exemption, for example: breaking a rule because "the other member broke the rules as well" is not an acceptable excuse. Important Pages Please make sure you go over these rules, as they are important to the site as a whole. For a general understanding of how this wiki works, read this Q&A of how things work on the wiki Important Terms Other Outlets Hey there, fellow adventurer! So you've decided to dive into the hauntingly beautiful and mind-bending world of Fran Bow? First off—great choice. This psychological horror point-and-click game from Killmonday Games isn't just creepy and mysterious, it's also packed with puzzles, plot twists, and a heartbreaking story that sticks with you long after you close the game. If you've found yourself stuck or just want a companion on your journey through Fran's twisted reality, you're in the right place. This walkthrough will guide you chapter by chapter through the main story, giving you tips, puzzle solutions, and a little friendly banter along the way. I'll keep it spoiler-light while helping you through, but hey—some minor spoilers are unavoidable in a walkthrough, so you've been warned! We begin our journey in a bleak mental institution where Fran wakes up after witnessing the traumatic murder of her parents. She's desperate to escape and find her beloved cat, Mr. Midnight. Find a way out of your room. Collect items to unlock the main door. Navigate your way out of the asylum. Use the pill mechanic often. This lets Fran see the world in its alternate, terrifying form and reveals hidden items and paths. Don't overthink it—just click that red pill button often. Inspect everything. Click on beds, windows, paintings—anything that sparkles or even looks suspicious. Key Puzzle: You'll need to distract the nurse and find a code to get your things. Use the golden hook and band-aid from the bandage box to open the key drawer. Escape: Once you've found the key and unlocked the office, you're on your way out. Use the pills to reveal a secret path through the dead nurse's body (yep, it gets gruesome fast). Fran finally escapes the asylum but finds herself in a mysterious forest after falling off a cliff. This chapter gets surreal quickly, introducing magical creatures and symbolic themes. Solve puzzles with forest creatures. Find your way through the woods and a strange well. Use a toad to help you cross a dangerous area. Keep using those pills! They're often key to revealing items or characters you can't interact with otherwise. You'll need to create a mechanism to fix the well elevator. Combine items in your inventory carefully—it's all about creative problem-solving here. The Toad's Boat: You'll be given a mini-game where you help a toad row across a swamp filled with hazards. Timing and a little patience are your best friends here. This is where things get extra weird. You're trapped in a house owned by conjoined twins Clara and Mia, and something's… not quite right. Explore the house thoroughly. Solve the twin's twisted tasks. Escape their clutches and move forward. Baking the Summon Cake: Sounds wholesome, right? Well, it's not. You'll need to collect ingredients around the house, including some very unsettling components, to perform a dark ritual. Skeleton Puzzle: The twins' secret hides behind a puzzle that involves aligning bones and unlocking a hidden room. Creepy but very clever. Don't skip dialogue—clues are often hidden in what characters say. Remember, not every item is useful right away. Some will help you later. Finally, a change of scenery! This chapter offers a breath of fresh air with its vibrant colors and mystical creatures, including Palontras, the skeletal flying doctor. Help the Great Wizard collect five items to restore the seasons. Solve symbolic puzzles tied to elements of nature. Rebuild the magic clock. The Wizard's Quest: You'll need to get items like a feather, a fish, and a rare stone. Each has its own mini-puzzle. Fixing the Clock: This tricky task involves using a mechanical part found earlier and aligning symbols to get the seasons back in balance. This chapter is many fans' favorite because of its deep symbolism and visual design. Take your time and enjoy the scenery. Fran's back in the real world (sort of), but things are darker than ever. You'll visit your family home again and explore Oswald Asylum in its most twisted state. Discover the truth about your past. Learn who's been pulling the strings. Escape the final horrors of the asylum. Maze Puzzle: Navigate a tricky labyrinth with the help of Itward, a dapper skeleton figure who's… actually kind of sweet. Electric Chair: A chilling sequence where Fran is trapped. This puzzle involves assembling parts, powering a machine, and escaping before it's too late. This chapter features some of the most emotionally intense moments in the game. Prepare yourself—Fran's backstory gets seriously dark. This final chapter wraps up Fran's tale with some heavy psychological and philosophical themes. It's more about narrative than puzzles, but you'll still need to make a few decisions and solve a final riddle. Pay close attention to the dialogue—it's filled with metaphors and deeper meaning. The ending is bittersweet and open to interpretation. Whether it's hopeful or tragic depends on how you see it. Don't hoard your pills. Use them often, especially in each new area. Combine everything. Seriously—try mixing any two items that feel like they might work together. Revisit rooms. New things appear after certain events or pill trips. Take notes. Especially for puzzles that involve symbols, codes, or item sequences. Trust Mr. Midnight. He's the only sane creature in this game (besides you… hopefully). Fran Bow is much more than a horror game. It's a meditation on trauma, innocence lost, and the blurry line between sanity and madness. Yes, it's creepy. Yes, it can be confusing. But it's also heartfelt, beautifully crafted, and full of imagination. So if you're just starting your journey with Fran or you've been stuck and needed a little push forward, I hope this walkthrough helped you make sense of the chaos. Trust your instincts, click on everything, and let yourself get lost in this hauntingly unique world. Until next time—stay curious, stay brave, and give Mr. Midnight a pat for me. Read Also: $9.99 Follow Fran on her epic journey to uncover the truth about her parents' deaths and the sinister alternate world only she can see. After witnessing the gruesome deaths of her parents, a peculiar young girl named Fran is imprisoned in Oswald Asylum. To survive the asylum's cruel experiments, Fran self-medicates, giving her the ability to see a sinister alternate world, the Ultrareality. Follow Fran on her epic journey through the Ultrareality to uncover who killed her parents, reunite with her missing cat Mr. Midnight, and return home to Aunt Grace, her only living relative. FEATURES * Story-driven, psychological adventure game. * Self-medicate to experience a strange alternate world, and to help solve puzzles and find items. * Puzzles of varying levels of difficulty. * Interactive and occasionally playable pet cat, Mr. Midnight. * Creepy-cute 2D Graphics, reminiscent of a children's book. * Explore 70+ hand-painted locations. * Interact with 50+ unique characters throughout the realms. * Enjoy Fran's dry, quirky sense of humor. * Includes 3 arcade-inspired mini-games with different art styles to play through between each chapter of the story. * Original soundtrack. Hi, I know this game, have for awhile, and I got it on my phone to actually play it for myself. Come to fine out I can't give the bun to the guard to initiate the next part of the game in chapter one. I do see some of gotten pass though, not sure how, but that chapter four had problems with filling a water bucket from other reviews. If you want the game I'd wait for an update that fixes that or get it on a different platform because it is a good game, it's just not figured out on mobile yet. Hi, I know this game, have for awhile, and I got it on my phone to actually play it for myself. Come to fine out I can't give the bun to the guard to initiate the next part of the game in chapter one. I do see some of gotten pass though, not sure how, but that chapter four had problems with filling a water bucket from other reviews. If you want the game I'd wait for an update that fixes that or get it on a different platform because it is a good game, it's just not figured out on mobile yet. I'm don't game a lot but this has me hooked and needing more. The structure of the game is a mix of devices that always keeps things interesting. There's story, mini games to progress through the larger story, puzzles, moon logic, world exploration, and a lot meeting different people and creatures. You play as the character of Fran Bow, an 11 year old girl whose parents were murdered and who is trying to find her cat and the truth about what has happened to her. In order to progress she must play with the folds of reality and time which takes her to many different world. The atmosphere is macabre and beautiful. There's also an underlying story of journeying through mental health and facing your fears and the ugliness that you may feel is inside you. I've just barely finished the game and I feel like I've gone on my own personal journey of healing from playing it. Some other takeaways:-If you're feeling stuck, brush your hair and drink some water-Spines are a thing all humans have in commonI'll definitely be seeking out some more games by Kill Monday. ❤ I'm don't game a lot but this has me hooked and needing more. The structure of the game is a mix of devices that always keeps things interesting. There's story, mini games to progress through the larger story, puzzles, moon logic, world exploration, and a lot meeting different people and creatures. You play as the character of Fran Bow, an 11 year old girl whose parents were murdered and who is trying to find her cat and the truth about what has happened to her. In order to progress she must play with the folds of reality and time which takes her to many different world. The atmosphere is macabre and beautiful. There's also an underlying story of journeying through mental health and facing your fears and the ugliness that you may feel is inside you. I've just barely finished the game and I feel like I've gone on my own personal journey of healing from playing it. Some other takeaways:-If you're feeling stuck, brush your hair and drink some water-Spines are a thing all humans have in commonI'll definitely be seeking out some more games by Kill Monday. ❤ I enjoyed this game. A hint system would've been nice, I feel like I bumbled around a lot trying to figure out what to do next. I had to use on-line walk throughs on quite a few occasions to go further in the game.If you like this, I'd suggest Silent Age and Midnight Girl. I enjoyed this game. A hint system would've been nice, I feel like I bumbled around a lot trying to figure out what to do next. I had to use on-line walk throughs on quite a few occasions to go further in the game.If you like this, I'd suggest Silent Age and Midnight Girl. This is an amazing game, I love playing it but I have an issue with the chemistry in chapter 4, I solved the chemistry but it's not doing anything to move on, I would try to click the beakers but it would just make Fran say that she wonders what's in the beakers, can you please fix this This is an amazing game, I love playing it but I have an issue with the chemistry in chapter 4, I solved the chemistry but it's not doing anything to move on, I would try to click the beakers but it would just make Fran say that she wonders what's in the beakers, can you please fix this The developer does not collect any data from this app. Seller Size Category Compatibility Requires iOS 16.0 or later. iPhoneRequires iOS 16.0 or later. iPadRequires iPadOS 16.0 or later. Apple VisionRequires visionOS 1.0 or later. Languages Age Rating 18+ FrequentCartoon or Fantasy ViolenceInfrequentProfanity or Crude HumorHorror/Fear Themes Copyright Killmonday Games AB©, Fran Bow© 2015 and related logos, characters, names, and distinctive likenesses thereof are trademarks or registered trademarks of Killmonday Games AB. All rights reserved. The developers describe the content like this: "THIS GAME CONTAINS DISTURBING IMAGES AND SCENES OF EXPLICIT VIOLENCE, GORE, SELF-HARM, SEXUAL HARASSMENT, ANIMAL CRUELTY, BODY HORROR, MENTAL ILLNESSES, FLASHING IMAGES AND DRUG USAGE. These themes are presented through the creative thinking of Fran, a young child who undergoes trauma. The game is sprinkled with fantasy, innocence and her endless curiosity. However, it may still be distressing to some players. Discretion is adviced. " PC August 27, 2015 Android February 16, 2016 IOS March 5, 2016 Console April 28, 2023 Horror Point-and-click Adventure Game Story-driven creepy psychological horror adventure game. Unique and peculiar hand-drawn 2D Art-Style and 2D animation. Self-administered medication to open the terrible hidden world that will help solve puzzles and find objects. A big variety of puzzles, designed with different levels of difficulty and specifically based on the story. Three arcade-inspired mini-games all with different art styles to be part of the transitions in the story. Interactive and occasionally playable pet cat, Mr. Midnight 50+ interactive unique characters with unique personalities. Original Soundtrack Are you struggling trying to complete the dark and twisted point and click adventure Fran Bow? No worries, we have the complete Fran Bow walkthrough guide here, so you will never get stuck with a difficult puzzle. Keep reading! After the intro and a small cutscene, you will be back in your room. Click on the curtain next to your bed, so you can break it and pick up its hook. The white drawer is locked, but try to open it anyway so you know what step to take next. Go right and talk to Phil who will mention that to solve everything you need to get into the doctor's office and to do that you need a code. Now, take the small box at the foot of the bed. Image source: Killmonday Games via Twinfinite Open your purse and also use the small box (drag it to the "use" banner below) so you can get a key. Go back to your room, open the drawer with the key so you will get two new items: photograph and a hair pin. Now, head left to talk to the nurse and mention you have done something bad: you broke the curtain. She will leave, but you need her to leave even more. So go

change the season to winter with the controller. Head up and enter the cave to find the Grand Wizard. You will be tasked to find four different items for him, as your initial task. Image source: Killmonday Games via Twinfinite One item you already have, the matches. For the second item, go up the mountain and you will see a quick battle. After it, go down to the base of the mountain and back to the tree so you can pick up a feather from Palontras. The third item is a lemon, which you can try to get from the grasshopper during summer but it won't let you. Change the season to autumn and use the knife on the basket to create a hole. Go back to summer, and the grasshopper will leave, dropping one lemon, so take it. For the final item, go left from the tree and find a small pier. Grab the broken fishing rod which you'll have to bring to the market to repair, and the smith will ask for three coins to repair it. Give them to him, then get some fishing line for free from the tailor. Combine them for a working fishing rod, and now go back to the crossroads and fish in the river on the right to get a fish. Go back to the mountain, after changing it to winter, and enter the cave. Place the four items in these places to solve the first riddle: Image source: Killmonday Games via Twinfinite Time to find the wizard's hat now. Go to the top of the mountain and find that Kotrem wants you to find his estranged wife. Go to the pier, change the season to summer and get in the boat. Go left and find his wife, talk with her to discover she wants a red flower. Head back with the boat, go to the base of the mountain and change the season to autumn to get the flower, just using the knife to cut it. Return to the boat, give the flower back to the wife. You can also proceed to the left again, and pick up Fran's clothes which you'll need later. Now time to go back to Kotrem to get the hat, change the season to winter before you head up to the top of the mountain. Bring back the hat to the wizard, who will now send us to find his spellbook. It is in the royal library, so go back and give the beetle the password that the wizard gave you. There is another numerical puzzle here and it is all about learning how the local number system works. You need to enter their numbers while doubling the value of the previous number. Here is the solution: Image source: Killmonday Games via Twinfinite After finishing it, turn the lever three times in a row and a book will pop up from the top. Before you can push the ladder, you need to change the season to summer and push it until it is close to the book. Climb the ladder and pick up the spellbook. Go back to the mountain, change the season to winter and bring back the book to the Wizard. And now, time to find his shoes, will this never end? His shoes are in a bar, but first you need to let Mr Midnight in. Head to the base of the mountain, go right and change the season to spring, reveal a hole in the hut by clicking on the wood. Now change the season to autumn, and get Mr Midnight to enter the hole. You need to get a purple ticket from the bee, so wait for it to drink itself to sleep and then steal it. Bring it back to Fran so you can examine it and create a fake one, by using the green crayon one with the blue ticket. Go left and use the fake invite with the beetle, it will let you inside. Image source: Killmonday Games via Twinfinite The shoes you need are being used, so first talk to the grasshopper barman then change the season to summer so you can talk to the dancer. It will reveal that it won't let you take them until he can dance to the right tempo, well time to change that. Change the season to spring and open the bottom of the piano to reveal the controls from the metronhome. Make it go really fast by pushing the red and yellow button to the right. Go back and change season to autumn, and the dancer will fall over. Get the shoes and bring them back to the Wizard, after changing season to winter. Time for another quest, to get his magic wand. The large doll has it, the one next to the hole in the bar. You will see one of its hands with the wand, so use the levers on the right to shift the wand to the hand closer to you, on the left. Click on the upper right lever, then the one below it, then the bottom left one and then the upper left lever. Just make sure the wand is being passed from hand to hand. Get it and take it back, again, to the Wizard. He now needs your clothes, which you should already have, but you can go grab them now. Now you are turned back to human, finally. Image source: Killmonday Games via Twinfinite Time to head back to the castle and to the throne room. The King says he will send you home, so follow him and then examine the lock that appears. To solve the puzzle, you basically just need to click on the colours in order, until a line appears from them to the other stones. Follow this order: pink, red, blue, yellow and green. Here is the complete sequence: Image source: Killmonday Games via Twinfinite The minigame will simply require you to time your jumps, follow your cat in case you're confused, but it is also possible to skip it altogether. This completes Chapter 3. As soon as you are in control, try to get your pills which will mysteriously move away. Follow them and, after a bit, you will be trapped in a net, which you can cut open with your knife. Talk to Itward, follow him to the left and receive a bucket and your pills. Go back and take a pill. In the first screen, talk to the spirits and use your bucket so they will get you some water. Head to the left and talk to the dead moose, which will allow you to climb over it. Use the bucket on the fireberries then grab them with the knife. Go back down and bring them to Itward. Image source: Killmonday Games via Twinfinite Give everything to Itward and go into the spaceship. After the conversation, you will be tasked with doing some science, so first grab the duct tape from the shelf below. Head through the door upwards, by clicking the button. Take a pill and grab two hoses from the shelves, the green one and the octopus one. Go back to the real world and grab the other two hoses, the blue and pink ones. If you need clues on what you're doing, examine the diagram on the left and start with the machine on the right. First, you need to fix the tube by using the duct tape. Now use the green switch by flipping it down, then move the black lever to the right and the brown walve so that it is horizontal. Pour the water in the tank, by first opening it, then closing it after you've done. Light the gas with the match. Time to head to the worbench, first insert the hoses in the beaks, and looking at the diagram put the chemicals where they belong. First the fireberries in the bigger vase on the left, then going to the right, use the A18, 2PF, R15 and N166. This is what it looks like completed: Image source: Killmonday Games via Twinfinite Turn the blue handle right, and the red handle left. Finally, use the matches to light the beaker and that will get the circuit going. Itward will appear to complain about a rabbit, follow him and get the rabbit in the room and Itward will lock the door and leave you locked in. Pick up the wrench from the table and check out the cards around the room. If you take a pill and look at them again, you will find that they will give you clues, or rather, directions. Now, press the blue button on the door on the left, a battery will appear, so grab it. Time to take a look at the panel on the back wall, which you can open by removing two bolts with the wrench. Insert the battery, then turn the wheel that you find on the wall so that, after pressing the blue button, another button will be pressed. You will go up and find a hatch, so now it is the time to use the cards to open this hatch. Basically, just move the dial a certain number of times: eight to the right, five to the right, eight to the left, six to the right, and nine to the left. You should hear a click each time if you are on the right track. The hatch will now open. Image source: Killmonday Games via Twinfinite Climb down the ladder and press the blue button on the wall to be surprised by Itward, you can open the present now or later. After the Kamala warning, time to find it and climb the ladder. Pull the lever on the side of the pump, then use the bucket on the teapot to get water. Go back to the engine room, and take a pill to see the Kamala. Use the bucket of water on it, follow it to the top of the ship and use the pump to spray it again. Now continue using the wheel to rotate the pump to spray the Kamala twice and it will leave for good. Go back to Itward and that concludes the chapter, with a big crash. This is the shortest part of the entire game, for sure. Walk to the left, following the path in the background, then continue down the street. Your old house seems to be locked, and after trying the door you can take a look under the three vases next to the door. But only a note is there, from yourself apparently. So, now time to tell Mr Midnight to climb inside, while we wait and after trying to open the door again, Dr Deern will show up. He will bring us away, so talk to him and read the news about your death. Image source: Killmonday Games via Twinfinite After the drive, enter the cemetery and talk to Deern. Time to find shoves, so go to the right and try to open the door. No dice. Go back to the car and pick up a crowbar so you can force the door. The pinecone will ask us to get it some leather, so go back to the car and use the knife on the leather seats. Go back to Sebastian and hand over the leather patch. Now, go back and Dr Deern will ask you to dig up the graves and open the coffins with the crowbar. After that, talk to him again, and leave the cemetery to finish the chapter. Time to take control of young Fran, since you are chained to the bed. Look at the portrait and you will head inside yourself. Young Fran can open the closet and take the keys. Use them on the chains until you find the right one. Since you are yourself again, open the closet again and take both the balloons and the case. Now, examine the doll house, take the small piano and, after that, move the watch and pinecone to the room to the right. You will see something behind those items, try to lift the wallpaper, then cut it away with the knife. Take the key. Now, time to solve Palontras' riddle and open its box. Image source: Killmonday Games via Twinfinite Do the following and listen for the clicks: click left ear twice. click the right ear. click the middle eye twice. click the left ear. click the middle eye. Get the key and instructions about how to create what is called the "Ekog clock." Take a look at the present in your inventory, which is a cat doll. Open the chest and find a lock which you can open with the key you just got. Open the door, head to the hallway and use the key to open door 104 and enter it. Talk to the big eye, and it will give you permission to get everything. First, slide the blue switch on the pillar down. Now take the hairbrush from the table, plus one of the light bulbs from the pillar. Pull the rope to the left to reveal a painting. Climb through to a new area, pick up the bottle, and take a look at the machine, which requires a button. Go back to your room, 101, and examine the closet again. The dresses have a button, examine the third one and use the knife to get it. Now go back to the machine, insert the button, turn the crank and get the pliers. Now get the black electrical cord before leaving. Image source: Killmonday Games via Twinfinite Now, take the key from the hallway table and use it to open room 105. Get the key from the skull on the wall, by removing its teeth with the pliers. Go to the left, pick up the soap after a brief conversation, then open the tap and fill both the water baloons and your bottle. Go back to room 101, take a look out the window and find the Kamala attacking a tree. Throw the water baloons to force the Kamala to leave and you will be rewarded with a stick. Time to head to room 102, which you can open with the new key. The big kitty can be used to create the clock but first, get the alarm clock from around its neck by cutting it free with the knife. Then pull the lever, head across and grab the glove. Now enter the elevator and go up with the button, again use the brush on the spirit, then grab the key by using the stick. Time to create the clock, so put the following items inside the cat: black cord light bulb alarm clock water bottle soap glove school case small piano Get the Ekog clock. Go back down and open room 103 with the new key. Talk to Makuba, then use your Ekog clock on it. A new area will open so go down. Talk to the nurse, then press the button on the right to get a number. Go to the left and after a conversation, try to offer a trade to the tall patient by showing them your ticket. But they want to know what illness they have, so go back to room 104. Image source: Killmonday Games via Twinfinite Okhula knows all about the sickness, so ask about it and you will cry and get tears in a vial. Go back to the patient and give them the flask. Return right and show your number two to the nurse, of course she will tell you you need an appointment and give you a phone number. The phone is in room 105, so go there and dial the number on the card. Then go back to the nurse once again, then head through the doors to the right. After the conversation, go through the door at the end of the hall. To finish the game, simply use the syringe on the doctor. That's the end of Fran Bow! For more walkthroughs for other exciting games, check out our articles on Dark City Vienna and how to beat There is No Game. Twinfinite is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . 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