



Epic mickey fix the pumps

Dark Beauty Castle Mad Doctor's Lab PIN * Explore the secret room that opens after you shut down the mechanical arm. (Bronze 1/20) EXTRA CONTENT * Also located in the secret room. (Mad Doctor's Lab II, 1/50) Castle Entrance DECISION POINT * Easy choice. If you want the Gremlin Guardian pin, rescue the gremlin from the catapult. Fling him into oblivion and all you'll get is some E-tickets. PINS (2) * Rescue the gremlin from the catapult. (Gold 1/20) * Look around the courtyard for a toon door that can be thinned. (Dark Beauty Castle, Special 1/48) EXTRA CONTENT * Thin out the ramp at ground level. (Dark Beauty Castle I, 2/50) GREMLIN * Trapped on the catapult. (1/30) Gremlin Village Slalom EXTRA CONTENT * Patch up all the steam pipes. (Tunnels, 3/50) Ticket Booth PIN * Repair the tea cup ride for Gremlin Tim. (Bronze 2/20) EXTRA CONTENT * On a boat in the backstage maintenance area. (Spatter Springs Up, 4/50) Jungle Boat Ride PINS (2) * High on a ledge behind the scenes. Paint in all the gears on both walls to lower the platform. (Bronze 3/20) * On a ledge near the exit. Free all the gremlins to use a retractable ledge. (Silver 1/17) EXTRA CONTENT * Paint in the platforms behind the giant giraffe. (Pirate Gate, 5/50) GREMLINS (4) * Thin out the wall just past the hippo to find this guy. (2/30) * Check out the alcoves along the upper level catwalks on the right side. (3/30) * Ditto as above, but this time check out the left side. (4/30) * Under the giant giraffe. (5/30) Asia Boat Ride PINS (2) * Paint in all the gears near the lever that raises the Fire Bridge to reveal a hidden alcove. Requires a tricky jump since gears must stay in motion. (Gold 2/20) * Above the steam valves and fan blades in the Great Wall. Turn off the valves to reach it. (Bronze 4/20) EXTRA CONTENT * Ride the magic carpets to a platform to the left of the exit, or jump there from the cloud (and an adjacent hidden cloud to be painted in). Thin the wall for the item. (World of Gremlins II, 6/50) GREMLINS (3) * Climb to the top of the red pagoda at the start of the room. (6/30) * On top of a rotating platform with breakable dolls on multiple tiers. (7/30) * Well-hidden. Cross over to platform past the exit, hit a gear near a giant box, and this guy will be revealed. (8/30) World of Gremlins DECISION POINT * You will be faced with your first major "moral" decision here, and the game's first narrative branch-off. If you recover Small Pete's Log and show it to the sentinel gremlin (or just bring it to Pete), you'll be rewarded with the Small Pete pin and some goodies in Pete's treasure room. Or you can trade the Log to an enterprising gremlin for the Gremlin pin and a mini-boss fight brought on by a wrathful Small Pete. Also of note, this area has two film projector exits. The normal one opens up when you fix the clock tower pump, but there's another on top of the windmill. Each has a film reel, but you can only choose one per playthrough. PINS (2) * Paint in Gus' house, then go inside. (Bronze 5/20) * Recover Small Pete's Log, then trade it to the gremlin to the left (your left) of the clocktower. (Gremlin, Special 2/48) EXTRA CONTENT * Run through the hidden section with industrial strength smashers near the town center. (World of Gremlins I, 7/50) GREMLIN * Trapped on top of the windmill. Paint Gus' house and he'll start the blades for you. (9/30) OTHER * Small Pete's Log is on a crashed boat to the right of the town center. Spin a valve at the rear to open the hatch containing the book. Europe Boat Ride PINS (2) * Take the clouds to the upper level, or take the windmill exit from World of Gremlins. Pin is near projector screen. (Silver 2/17) * Inside Pete's Colosseum Treasure Room. Must have recovered and kept Small Pete's Log. (Bronze 6/20) EXTRA CONTENT * Search Pete's treasure room. (Inky Mickey, 8/50) Clock Tower DECISION POINT * As with all boss fights, you can get the job done with paint or thinner. You'll have to beat the clock tower both ways on multiple playthroughs to get both of its pins. PINS (2) * Repair the clock with paint. (Stop the Music, Special 3/48) * Destroy the click with thinner. (Unwind the Clock, Special 4/48) Mean Street PINS (9!) * Talk to Big Bad Pete if you helped Small Pete. (Small Pete, Special 5/48) * Buy from Emporium. (Welcome to Wasteland/ Gremlin Village, Special 6-7/48) * Get Hook's sword from the Cinema, then give it to the Museum curator. (Swashbuckler, Special 8/48) * Behind the train station. (Silver 3/17) * On the roof of the Museum. (Gold 3/20) * On the roof of Horace's Detective Agency, inside a hidden alcove on the side. (Bronze 7/20) * Give four film reels to the Cinema usher. You can't get this one on your first playthrough, so the best time to get it is on the first Mean Street visit of a subsequent playthrough. (Cartoon Buff, Special 9/48) EXTRA CONTENT (2) * Thin the front of the train station to reach the top, then extend the awning toward City Hall with paint to form a path to the content. (Mean Street, 9/50) * Buy from the Emporium. (Mickey Faces I, 10/50) Ostown DECISION POINT * Clarabelle will ask you to return to Mean Street and buy her some ice cream to make a cake for Horace. If you do so, you can pick up the cake when you pass through again and gain two pins. On the other hand, you can brush off this quest and make Horace settle for a pie when you come back. That path also carries a pin. You'll also have to choose whether to carefully open the safe by painting Moody's house (vs. dropping it on his noggin), and whether to help your phone by painting in power boxes (vs. letting Gremlin Prescott rough him up in unspeakable ways). The friendly safe path gets you a cutscene Movie, and the helpful phone path nets you a pin. The thinner paths save a little time, but earn you nothing. PIN * Repair the power boxes around town, then return to the phone inside your house. (Bronze 9/20) EXTRA CONTENT * Thin the wall behind Clarabelle's house. (Ortensia's House, 11/50) MOVIES (2) * This one isn't automatic. Talk to Goofy in front of the fountain to get it. * Also not automatic. Open the safe the helpful way. Mickeyjunk Mountain Heaps PIN * Dial 349 on the phone, then look in the alcove behind the stopped thinnerfall. (Silver 4/17) EXTRA CONTENT * On the left side of the mountain. Turn switch on a gumball machine, paint in platform where thinner was flowing, and enter an alcove. (Bunny Children, 12/50) GREMLIN * On a small island far out into the thinner pool. Cross over on floating blocks. (10/30) Piles DECISION POINT * You can use paint or thinner on the pump. Paint is usually a better choice, but in this case, thinner opens up a more productive path. There's nothing sacrificed by avoiding the paint path. PINS (2) * Use thinner on the pump. Ride the third elevating screw down to a hidden platform. (Silver 5/17) * Disable the claws by freeing the gremlin or dialing 512. Jump from the last claw to a hidden alcove. (Gold 4/20) EXTRA CONTENT * Near a floating block in the thinner pool. (Mickeyjunk Mountain, 13/50) GREMLIN * On top of a tall platform in front of the thinner pool. Easiest to reach if you take the thinner path from the pump. (11/30) Mt. Osmore Slopes PIN * Walk through the giant Mickey poster to the hidden basketball room. (Gold 5/20) EXTRA CONTENT * In the basketball room, stand in front of the air gun to send Mickey through the hoop. (Epic Mickey, 14/50) OTHER * Thin out the Mickey glove over a pressure pad to drop an anvil activating platforms above you. Take this upper path to the Climber's Cabin and find Gilda's Axe. Caverns DECISION POINT * If you have Gilda's Axe, you can take a wicked turn here by thinning out the floor with Oswald's face and using the Axe to jimmy open the locked door below. This is the better choice from a purely item-centric standpoint, since all you get for returning the Axe is a Power Spark. PINS (3) * Thin out the floor and use Gilda's Axe to enter the Wasteland Model Room. Climb the castle model, jump to the giant Mickey's ear, then leap up to the mesh platform. (Gold 6/20) * Located near the exit of the model room, before the thinner river. (Silver 6/17) * Also near the model room exit. (Mickeyjunk Mountain, Special 10/48) EXTRA CONTENT * Check out Oswald's throne between the two doors leading to Oswald's chamber. (Oswald's Throne, 15/50) Mean Street & Ostown (again) PINS (4) * Pick up Clarabelle's ice cream cake in Ostown and deliver it to Horace. (Mean Street Romance, Special 11/48) * Pick up Clarabelle's pie in Ostown and deliver it to Horace. (Pie Delivery, Special 12/48) * Give the Cinema usher 12 reels. (Silver 7/17) * Return to Clarabelle after dropping off the ice cream cake. (Happy Birthday, Special 13/48) EXTRA CONTENT (2) * Buy from the Emporium. (Mickey Faces II/ Thinner Falls, 16-17/50) Tomorrow City Notilis GREMLIN * Inside a house on the left side of the harbor. Thin out the roof to get in. (12/30) GOOFY PART * Climb the crane on the right hand wall. Thin out a section of wall high up, then jump over to the blue chest. (1/4) Lagoon PIN * Shut down all the thinner falls, rescue the hidden gremlin, then win the UFO Challenge. (Bronze 10/20) GREMLINS (2) * Extreme back right, on a high platform. (13/30) * Hidden behind the thinner falls. (14/30) Great Big Tomorrow DECISION POINT * You'll have to decide whether a gold pin or an Animatronic Goofy part matters more to you when you face the Slobber. If you want the pin, use thinner. For the part, use paint. PINS (2) * Use thinner to beat the Slobber. (Gold 7/20) * Use a TV sketch for the first time. (TV, Special 14/48) GOOFY PART * Convert the Slobber with paint. (2/4) Tomorrow City Square PIN * Look left after leaving the track and entering the space Voyage door. There's a chest against the wall. (Gold 8/20) EXTRA CONTENT * Thin the floor on the rear walkway leading to the Rocket Ride control panel, then follow the walkway below to a wall that can be smashed. (Tomorrow City, 18/50) GOOFY PART * Drop underground to repair the Sky Tram. Ride it up from the back of the level to a separate area, where you'll find the blue chest. (3/4) GREMLINS (3) * On sloping platform right next to entrance. Impossible to miss. (15/30) * Next to gears that start Rocket Ride, accessible by rear platform walkway. (16/30) * High on a platform near the track. Ride to reach him. (17/30) Space Voyage PINS (2) * In an alcove behind a Beetleworx spawner, around a hidden pathway. (Bronze 11/20) * Near the giant globe on the second level of the room. (Silver 8/17) EXTRA CONTENT * Smash a wall across from a glass room. (Petetronic, 19/50) GOOFY PART * Take a ride on the globe at the upper level to reach a new platform. (4/4) GREMLINS (3) * Inside the giant glass room with the runaway car. Enter from rear. (18/30) * Smash out the breakable walls at ground level to find this guy. (19/30) * Very high, near the rocket. Use a TV sketch to activate a crane to reach him. (20/30) OTHER * Find a rear opening into the smaller glass room to retrieve the dog tags for Horace. Petetronic DECISION POINT * As before, a boss fight carries a choice. Paint and thinner will each yield a unique pin. EXTRA CONTENT * Defeat Petetronic with either method. (Space Voyage, 20/50) Mean Street & Ostown (again) PINS (6) * Return to Horace, dog tags in tow. (Mystery Solved, Special 15/48) * Talk to Pete at City Hall after painting Petetronic. (Redeem Petetronic, Special 16/48) * Talk to Pete at City Hall after thinning Petetronic. (Defeat Petetronic, Special 17/48) * Buy from the Emporium. (Tomorrow City, Special 18/48) * Find Clarabelle's flower, then go back to Horace. (Symphony Sunflower, Special 19/48) * Fix Animatronic Goofy. (Animatronic Goofy, Special 20/48) EXTRA CONTENT * Buy from Emporium. (Mickey Faces III, 21/50) Ventureland hub & Ostown DECISION POINT * You'll have to choose how to get the Figurehead from Damien Salt. Do the extra work of assembling a bouquet for him to give Henrietta, and you'll get a cool five pins out of the deal. Sabotage his chances with the easier to get ice cream, and you'll have to pay up for the Figurehead. However, both paths have their merits. Each one carries a different interstitial Movie, and both choices have repercussions later in the game too. PINS (5) * Bring Clarabelle three flowers to make a bouquet and get a trio of pins. (Mickey Mum/Sparkle Daisy/Swamp Iris, Special 21-23/48) * Bring Damien flowers for Henrietta. (Ventureland Romance, Special 24/48) * Bring Damien flowers for Henrietta. He'll move and let you access the chest behind him. (Gold 9/20) EXTRA CONTENT * Purchase from Tiki Hut Store. (Mickey Spill, 22/50) MOVIE * Talk to Daisy for a non-automatic interstitial clip. Tortooga PINS (3) * Return Beluga Billy's bag. (Watch, Special 25/48) * Release the pirates from jail, then light the lamps to raise a platform in the bay. Chest must be painted in. (Bronze 12/20) * Release the pirates from jail and hit the gear at the bottom of the well to raise another platform in the bay. Chest must be painted in. (Bronze 13/20) GREMLIN * Thin out the rightmost in the series of wooden doors. (21/30) Jungle DECISION POINT * You'll need to play a hybrid brawler/detective style to get all the collectibles from this area. Finish Starkey's villains and symbols quests to earn the Pirate Hero pin back in Tortooga. If you do only one or the other, you'll be able to leave but no pin for you. PIN * In a chest at the bottom of the thinner river. Can only be accessed with a dry riverbed, either by painting in a gear for a temporary draining or by freeing a gremlin for a permanent dryout. (Gold 10/20) GREMLIN * Light all the lanterns, and the door blocking this guy will open. High up and to the left of the entrance. (22/30) DAISY PART * Round up the five red gems to unlock the well on top of the platform with the stone faces. Ride the platform into the well to find a blue chest. (1/4) Tortooga (again) PIN * Talk to Starkey if you completed the Hostiles in the Jungle and Jungle Symbols quests. (Pirate Hero, Special 26/48) DAISY PART * Head back toward the area where you entered during your first visit. The blue chest will be sitting out in the open. (2/4) Pirate Voyage PINS (2) * In a hidden alcove above and to the right at the front of the burning city section. (Bronze 14/20) * Rescue Rigger Greene, then look in his treasure room. (Silver 9/17) GREMLIN * Past the village, you'll spot this guy in a cell across from Rigger Greene. (23/30) Skull Island DECISION POINT * Gus will try to guilt you into reversing Hook's machine, but you actually have three options: fix it with paint, destroy it with thinner, or just ignore it. The second option won't net you anything unique, but the first and third are worth exploring. If you fix the machine, you can claim the Pirate Friend pin. If you also helped Damien win Henrietta earlier, you'll also be able to get the Ice Cream pin after Damien leaves Henrietta brokenhearted. Finally, Smee will cough up a Daisy part on his way out of town. Ignoring the machine forces the pirates to stay in Ventureland. If this path follows a choice to fix up Damien and Henrietta, you'll be able to get two pins from the couple back in Ventureland. If you ignore the machine after ruining Damien's chances with Henrietta, you can get a pin from Bosun Blake. This is the only part of the game where decisions branch off into more than two paths, and is almost certainly what Warren Spector meant when he said it would take three playthroughs to get every item (along with the Cartoon Buff pin, which you can only claim on your third run-through at the earliest). It's also worth noting that there's no completely "good" outcome here. No matter what choices you make, you'll leave either Damien spurned, Henrietta abandoned, or the pirates stuck as monsters forever. Deep stuff. PINS (3) * On top of the very first cave (where you start). (Silver 10/17) * Follow a path of capsized rowboats to a seeming dead-end in front of a rock. Thin the top of the rock while jumping to keep your boat afloat. (Gold 11/20) * Reverse Hook's machine with paint, then enter the cave mouth where the machine is located. (Pirate Friend, Special 27/48) EXTRA CONTENT * Thin a wooden wall beneath Pete Pan's perch. (Sea Battle, 23/50) DAISY PART * Climb to the very top of the central island to find Pete Pan and a blue chest. (3/4) Captain Hook DECISION POINT * Another boss fight, another choice. Free the Sprite and Pete Pan will regain his mojo, earning you a pin back on Mean Street. Take out Hook yourself, and you'll get a different pin. PINS (2) * Beat Captain Hook by sending him into the ship's walls. (Captain Hook, Special 28/48) * Break down a wall on the lower left side of the deck. (Bronze 15/20) EXTRA CONTENT * Cross the masts and drop behind the ship's stern to find this one. (Animatronic Croc, 24/50) Ventureland hub, Mean Street, and a touch of Bog Easy PINS (9) * Assemble Animatronic Daisy. (Animatronic Daisy, Special 29/48) * Help Bosun Blake move into the treehouse. Must have given Damien ice cream for Henrietta and ignored Hook's machine. (Silver 11/17) * Help Henrietta and Damien move into the treehouse. Must have given Damien flowers for Henrietta and ignored Hook's machine. (Silver 12/17) * Buy Damien and Henrietta a tiki mask for the treehouse, on same narrative path as previous pin. (Silver 13/17) * Buy from smaller Hut Shop, after clearing out pirates. (Pirates of the Wasteland, Special 30/48) * Buy Henrietta ice cream. Must have fixed her up with Damien and dealt with Hook's machine somehow. (Ice Cream, Special 31/48) * Turn in 18 film reels to Cinema usher. (Gold 12/20) * Talk to City Hall Pete, after defeating Hook by freeing the Sprite. (Hook vs. Pete Pan, Special 32/48) * Solve all of Jim's riddles in Ventureland, Mean Street, and Bog Easy, then return to Jim. (Gold 13/20) EXTRA CONTENT (4) * Buy from smaller Hut Shop. (Thinner Pump, 25/50) * Buy from Ice Cream Parlor. (Fantasyland, 26/50) * Buy from Emporium. (Mickey Faces IV/ Blot Roar, 27-28/50) DAISY PART * Smee will automatically hand this over, but only if you dealt with Hook's machine. (4/4) Bog Easy hub DECISION POINT * This is an easy call if you want items. Ignore the ghosts and help the villagers regain their courage to net a pin. All the ghosts have to offer is E-tickets for selling the badge of courage. PIN * Return Louis' courage medal from sunken steamer, paint in lanterns for Bertrand, then talk to Metairie. (Gold 14/20) EXTRA CONTENT * Located near Louis' shack. (Lonesome Manor Passage, 29/50) MOVIE * Talk to Donald. Not automatic. OTHER * Make sure to collect the flyaway book in the Bog Easy shop, then return to Ian to give him the chance to clear his name with Madame Leona. Failure to do both will cost you a pin. Lonesome Manor Manor House PINS (2) * Drop the suspended anvil on the pressure pad to raise a path across the thinner pool. Look behind and to the left of the Spladoosh. (Bronze 16/20) * Open the red chest on the second story balcony. (Anvil, Special 33/48) EXTRA CONTENT * Thin out the window on the right side of the upper balcony. (Lonesome Manor II, 30/50) GREMLIN * Thin out the wall on the left side of the upper balcony. Watch out for the guardian Spladoosh. (24/30) Lonesome Manor Foyer PIN * Thin lower-right foyer wall, and look in a chest on the left side of the hidden room. (Silver 14/17) EXTRA CONTENT * Ride the flying tables and thin out the Chernabog painting to reveal a hidden alcove. (Lonesome Manor I, 31/50) GREMLIN * Also located in the alcove behind the painting. (25/30) OTHER * This doesn't actually get you a pin, but solving the Pete guests will affect your endgame Movie, so here it is: Thin out the wall directly in front of you when you start the room (where the staircase would otherwise be) to find the Colonel Pete film reels. You must do this BEFORE you finish the trapped ghost's skull guest. Lonesome Manor Stretching Room PIN * Ride the room to the top (third) level. Thin gravestone painting segment. (Gold 15/20) EXTRA CONTENT * On the third level, thin out the blue water section of the hunter painting. (Mad Doctor, 32/50) GREMLIN * Ride to the second level, thin out the painting of the man in his underwear. Enter the painting cylinder and spin away from the room to find him. (26/30) Lonesome Manor Library PINS (2) * Collect all six flying books, or pay 50 E-tickets to the gremlin to do the job. (Silver 15/17) * Fix all of Madame Leona's paintings. (Art Appreciator, Special 34/48) EXTRA CONTENT * Hiding in the rafters, behind a spiderweb at the opposite end of the room from the gremlin. (Library, 33/50) DONALD PART * Thin out the wall to your right near the beginning of the room. (1/4) GREMLINS (2) * Near the skull behind the right hand wall, near some furniture. (27/30) * In the rafters on the left side. (28/30) OTHER * Make your way to the rafters, move to the opposite rear side of the room, thin a spiderweb and a wall to find the Hatchet for Horace. Lonesome Manor Ballroom DECISION POINT * It's not much of a decision, really. Help the Organ play a tune and you'll net a pin, gain a path to a gremlin, and hold open other quests when you get back to town. Anger the Organ by thinning its keys and you'll lose all those options and have to ride the flying tables to the top of the room. Since all the items the tables give you access to are still available with the "helpful" path, there's nothing lost by being the good guy here. PINS (2) * Help the organ play his song. (Play a Tune, Special 35/48) * Look in an alcove on the right side of the second floor. (Bronze 17/20) DONALD PART * Along the upper walkways, above the entrance to the room. (2/4) GREMLINS (2) * Behind a wall on the upper left balcony. (29/30) * High up on an organ pipe on the right hand side. Requires a tricky jump. Use an anvil or preferably a TV two platforms over for some extra height. (30/30) Lonesome Manor Attic DECISION POINT * Unlike other bosses, you'll get the same pin no matter how you beat the Mad Doctor. Your choice to either thin out the eye on the last Beetleworx generator or activate all three pressure pads at once will simply decide whether you get a Thinner or Paint upgrade here. PINS (2) * Defeat the Mad Doctor with either method. (Mad Doctor, Special 36/48) * Check out the area behind and above the Mad Doctor and the last Beetlework spawner. (Gold 16/20) EXTRA CONTENT * Located on the machines at the back of the attic. (Mad Doctor Pod, 34/50) DONALD PART * Hop up to the rafters using the painted in chest silhouette, an elevated section of track, and an overhead pipe. The blue chest isn't hard to find. (3/4) Bog Easy hub + Mean Street PINS (6) * Talk to Ian, if you earlier returned the runaway book to him. (Well Read, Special 37/48) * Assemble Animatronic Donald. (Animatronic Donald, Special 38/48) * Talk to Metairie and paint the bridges around town. Must have helped the Organ to remove the ghosts. (Bronze 18/20) * Buy at Bertrand's shop after recovering his sign. Must have helped Organ. (Lonesome Manor, Special 39/48) * Talk to Horace with the Hatchet. (Case Closed, Special 40/48) * Buy from Emporium. (Mean Street, Special 41/48) EXTRA CONTENT (2) * Purchase from Bertrand's shop after helping the Organ. (Bog Easy, 35/50) * Gather 30 Power Sparks to help Markus open Walt's apartment above the Fire Station. Thin away window to get in. (Mickey and Oswald, 36/50) DONALD PART * The ghosts will hand this over, provided you calmed down the Organ. (4/4) MOVIE * Not automatic. Pursue the "Donald's Pains" quest after you fix the duck. Mickeyjunk Mountain (again) Oswald's Fortress EXTRA CONTENT * Grab this piece from on top of the giant Mickey statue on the left of the room. (Oswald Poses, 37/50) Shadow Blot Fight DECISION POINT * Paint or thinner...you know the drill. PINS (2) * Befriend the Shadow Blot with paint. (Me and My Shadow, Special 42/48) * Destroy the Shadow Blot with thinner. (Shadow Boxing, Special 43/48) EXTRA CONTENT * Thin out a Mickey box on the left side of the platform. (Spatter Puddle, 38/50) Mean Street (yet again) PIN * Take out the Bloticle and this pin will appear in its place. (Repair Mean Street, Special 44/48) EXTRA CONTENT * Give 30 film reels to the Cinema usher. (Blot Mirror, 39/50) Mean Street (last time!) PIN * Wipe out Bloticles in Ostown, Mean Street, Ventureland and Bog Easy to get this deceivingly named pin before heading to Tomorrow City. (No More Bloticles, Special 45/48) Dark Beauty Castle (again) Lab PIN * Drain the thinner, then check out the room behind a thinned out Oswald statue. (Bronze 19/20) EXTRA CONTENT * Take a long, tricky jump, then poke around near the crashed rocket. (Mad Doctor Lab I, 40/50) Throne Room DECISION POINT * There are two ways out of the Throne Room. Paint in every window and bounce a light beam between the gargoyles for the helpful path. Thin out the winches holding the chandelier in place for the destructive path. Loosening the chandelier costs you the Oswald pin, but each path reveals a different film projector. You'll have to use both to get all the film reels. PIN * Hanging in the air above the entrance projector. Thin a section of the second floor and drop onto it. (Gold 17/20) EXTRA CONTENT (2) * Thin wall to the left of throne, dodge Blot tentacles to top of hidden corridor, thin floor to find this one. (Throne Room, 41/50) * Thin a patch of wall in the hallway with the rolling rock. (Oswald and Ortensia, 42/50) Fireworks Control Tower PIN * If you took the friendly path from the Throne Room, talk to Oswald a couple times. (Oswald, Special 46/48) EXTRA CONTENT * Look behind control console. (Sleeping Ortensia, 43/50) Utilidor 4 PIN * Thin out a hidden hallway on the right side, or follow the path from extra content. (Silver 16/17) EXTRA CONTENT * Inside a toon patch of wall high up, only reachable from an elevated chandelier. (Dark Beauty Castle II, 44/50) Sorrow Tower EXTRA CONTENT * Look around projector room after rotating gargoyles. (Horned Blot, 45/50) Grief Tower PIN * Paint in the chest on a ledge near the entrance. (Gold 18/20) EXTRA CONTENT (2) * Floating in air as you climb the tower. (Blot Attack I, 46/50) * Look left in projector room after finishing gargoyle fight, jump on barrels to retrieve this item. (Slobber Charge, 47/50) Loss Tower PINS (2) * Before entering third battle room, look down to see adjacent arches. The chest is underneath the platform you're standing on. (Gold 19/20) * Look in the chest after your long, long fall. (Skydiver, Special 47/48) EXTRA CONTENT * Quickly head to bottom of fourth floor in fall sequence (directly after the floor full of thinner refills). (The Blot, 48/50) Utilidor 7 PINS (2) * On top of chandelier when you re-enter the hall after painting gears outside. (Silver 17/17) * In second hallway, you'll see an upper level after the floor collapses. Requires a tricky jump. Easiest way to get there is by using a watch sketch to reach the chandelier nearest that level before it falls. (Gold 20/20) EXTRA CONTENT * Look around the upper area with the gold pin. (Blot Attack II, 49/50) Inside the Blot PINS (2) * Talk to Gus if you've released every gremlin. (Gremlin Guardian, Special 48/48) * Talk to Gus, then jump down a steep ledge on the left. Chest must be painted in. (Bronze 20/20) EXTRA CONTENT * In the giant chamber with Mickey's heart, beneath a platform on the right side of the room. Near the central thinner pool. (Lonesome Manor III, 50/50)

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