

Is there a walkthrough for 'Cemetery-Crazy Grave Maze'?

Yes, here is the walkthrough:

- Walk forward and climb up the hill, shoot the four slapping foes guarding the coins. There is a health pick-up to the left if needed
- Continue through the gate and proceed forward to the skeletons, shoot them and collect the coins. The skeletons re-spawn so continue quickly. Turn left and step onto the restart point. Collect the coins in this area and turn left to walk through the trees. There are hounds in this area; shoot them first and then collect the coins. Turn around and walk back to the restart point. Face the middle gate and walk through it.
- Walk forward and go into the tomb. Collect the coins inside and go back out. Turn right out of the tomb and shoot the zombie. Go into the tomb to the right, collect the coins within and exit. Turn right and enter the next tomb. Shoot the skeletons in the tomb and collect the coins. Jump onto the coffin to spot a coin up high, jump up to get it. Exit out the tomb and turn right.
- Go and collect the coins, jump over the nearby gravestones and walk around the tomb for more coins. Jump through the gap in the metal fence. Shoot the hounds and continue forward and pick up the coins. Head towards the back of the line of gravestones for more coins and a button. Jump onto it and turn around, retrace your steps to the gap in the fence. Jump through and go out the gate to the far left behind the tomb.
- Turn right and go through the gate ahead, defeat all the enemies surrounding the big tree while grabbing the coins. Pick up the keys that appears from the tree after defeating the last enemy. Exit through the gate.
- Go forward to the gate slightly to the right and go through it. Walk forward and turn left at the path, go and collect the coins ahead and enter the furthest tomb on the right. Shoot the enemies inside and pick up the coins and one of two keys that are needed further on. Exit the tomb and turn left. Shoot the hounds that are around
- Keep going forward and enter the furthest tomb on the right for the second key and more coins. Exit the tomb and the gate is to your right. If you have not got the required amount of coins at this point, then search the other tombs for them.
- Go through the gate and walk forward around the curved path, shoot the skeletons and go through the gate. There is a health pick-up behind the tree to the right of the gate. Go straight through in between the rows of tombs and gravestones and through the gate.
- Quickly shoot the coffin enemies and go right. Follow the path around shoot the enemies. You are now standing in front of Giant George Wayne's tomb. Go through the door.

Giant George Wayne's tomb

- Quickly dodge to the side when Giant George Wayne starts running. He runs directly at where you are standing.

- Dirty Rat has a shield that prevents you from hurting him, but becomes stunned when shot.
- The idea is to shoot Dirty Rat and position him between Ace and Giant George Wayne so that George runs into Dirty Rat.
- Keep repeating those steps until Dirty Rat is defeated. Collect the amulet that appears..

Is there a walkthrough for 'Circus-Ring of Fear'?

Yes, here is the walkthrough:

- Walk forward and take the first entrance on the right.
- Walk up the ramp and jump to the next box. Collect the coins. Jump to the next platform and then the set of boxes that follow, cross the wooden beam picking up the double jump pick-up at the other side.
- Use the double jump pick-up to proceed to the next platform, collecting coins as you go. Jump to the next platform and walk to the end for more coins. Notice a white platform ahead of you.
- Jump onto the platform that will move and turn left to meet a trampoline.
- Jump onto the trampoline and up to the platform to the right for more coins; don't forget to pick up health if you need it.
- Use the next white platform at the end to descend to the ground safely.
- Go forward out of the room and turn right into the main corridor.
- Take the left gate at the end and proceed by shooting the enemies in the cages to reveal more coins. Jump onto the boxes to collect them.
- To collect the two coins on the podiums, jump onto the boxes next to the animal cage and then jump onto the roof of the cage. Jump from the top of the cage and land onto the podium to collect the coin. Jump onto the next podium for the other coin.
- Exit the room and turn left to go through the gate, step onto the restart point.
- Make your way around the outside of the arena jumping up the ring-side seats to collect coins and a health pick-up whilst shooting enemies.
- There is another health pick-up in the center of the arena, to get to it shoot the offending elephants that stand in your way.
- Go through the entrance with the bear banner that is to the left of the room when you first enter the main arena. Shoot the enemies as you enter and collect the coins. Jump onto the podium to get the Shield of Justice to aid in shooting the enemies that are situated around the outside of the big cage.
- Pick up the coins around the outside of the cage.
- Jump onto the box next to the cage to jump over the top. Shoot all the enemies inside the cage and collect all the coins. Walk up the ramp for more coins and jump from podium to podium to jump back over the cage.
- Go back to the main arena and go through the entrance with the amulet banner shooting the enemies that you find, pick up the last remaining coins to make 100 coins total. Use the health pick-up if you need to replenish some energy.

- Shoot the enemies that patrol the outside of the cage.

- Enter the cage through the gate at the back, defeat the enemies within and collect the amulet that comes down.

Is there a walkthrough for 'Circus Walkways'?

Yes, here is the walkthrough:

Circus Walkways

- Walk forwards from the starting point shooting the monkeys and collecting the coins.
- Jump up the boxes across the balloon heads and onto the moving platform.
- After jumping off the moving platform go left and jump down onto the lower walkway.
- Go forward and push the button on the platform at the end without forgetting to get the coins.
- Run back along the walkway turning right where you jumped down to a minute ago.
- Make sure you collect all the coins on this walkway as well as the health and extra life.
- Turning right again at the end, jump up the mushroom platforms to the higher walkway.
- Make sure you get all the coins above the trampoline and all the ones on the walkways surrounding it before following more coins further along the walkway.
- There is a restart point on top of one of the boxes that can be very useful here.
- Carry on to the end of the walkway where you will find a platform with a lightning button.
- Collect the coins and push the button then run up to the new mushroom platforms.
- Jump down the platforms and dispose of the two enemies.
- Collect the coins and amulet piece.

Cannon Run

- Although holding the button down gives you a good rate of fire you can increase that by tapping the button.
- Try to predict where obstacles will be by the time your lightning gets to them.
- Look out for obstacles coming towards you as they will be closing in on you fast.

Cannon Battle

- The way to avoid Googlers bombs is to target him and keep on the move.
- Try to shoot a barrel near Googler whilst he is getting a bomb out, just after he has stopped rolling about.
- Try freezing Googler before blowing up the TNT, it gives you more time.

·Don't forget to look around for health if you need it.

Is there a walkthrough for 'Climb Tumbledown Tower'?

Yes, here is the walkthrough:

Climb Tumbledown Tower

- Go right up the slope as you enter and collect the coins and continue on. Jump up the next four platforms and stand still on the last one. It raises to the next walkway. Jump onto it and grab the coins and the health pick-up. Repeat as before with the circular platforms. Walk around the next walkway and jump on the trampoline. Collect the coins that are hidden behind the statue as well as a health pick-up. Jump onto the next trampoline.
- Three doors now face you, but the middle door is locked. Two keys are needed to open it.
- Go into the left door. Jump across the moving platforms to the ledge. Jump to the next ledge along the wall. Go up all the platforms and ledges to get the first key. Use the platform next to the key to descend safely. An extra-life can be found at the bottom of the room. Exit the room and go through the right hand door (straight ahead of you now). Defeat all the enemies and pick-up the key that appears. Use it to go through the locked door.
- Cross the bridge and go into the second tower.
- Pick up the coins and ride the platform on the far left from the door that rises up to the next platform. Jump to the platform to the right and onto the walkway.
- Walk around to a trampoline. Shoot the enemies to continue easily. Collect the Shield of Justice as you bounce from the trampoline to the next section. Shoot the enemies here and pick up the coins and Double-Jump boots pick-up to get to the next walkway.
- More coins are here as well as a health pick-up if needed. Continue up the tower, shoot the two wizards standing next to each other. Jump onto the circular platform and wait until it rises up. Jump around the platforms to the ledge. Carry on to the next platform, which will rise up. Jump off when it is safe to do so. Collect the coins and Jump boots pick-up. Use it to get to the walkway above.
- Carry on up the slope and watch out for gaps in the floor. There are several gaps that can be easily jumped over. After these are all cleared, jump onto the trampoline.
- Go through the door to the left. Jump up the platforms to the ledge in the middle of the room. Jump onto the right platform that is moving up and down. Turn right and jump across to the ledge that appears. Turn right again to notice a blue button. Jump across the four moving platforms to activate it. Use the nearby ledge to get back down safely. Exit and go through the other door.
- Pick up the Lightning Streamer and walk up the slope to the right. Shoot all the wizards to unlock the gate at the top. Jump on the button and go back down the slope. Do not jump off the edge. You will lose health.
- Exit and turn left. Jump up the platforms to the door. Wait on the ledge for an extra-life.
- Go through the door and across the bridge to the third tower.

- Jump onto the two buttons to move the platforms to make steps up to the next section.
- Shoot the wizards, collect the coins and jump onto the platform. Jump onto the platform in the middle to get to the next level. Collect the coins and activate all the buttons. Use the platforms to continue upwards, keep going up the walkway to a trampoline. On the next section is a Double-Jump boots pick-up.
- Quickly jump up four parallel sections picking up an extra-life and a health pick-up along the way. At the top is a trampoline. Use it to get to the next area where three more trampolines await leading to a last one up to a door. Go through it to enter a battle with Random Virus.

Random Virus Battle

- Random cannot be hit directly because of a shield guarding him. He constantly shoots a single small fireball at Ace so keep moving at all times to avoid these.
- Shoot the shields that are placed along the wall to deflect your shots at Random, but watch out when Random does get hit. He fires a barrage of giant fireballs three times each time he is hurt.
- Time your jumps over each set of fireballs, but be careful, Random can also fire upwards.
- If you find that you are running out of lightning energy, collect the energy that falls from shooting at the shields.
- Keep doing this until Random is defeated. Then collect the Amulet piece.

Is there a walkthrough for 'Fire Moat Fort'?

Yes, here is the walkthrough:

FIRE MOAT FORT

- Run straight ahead toward the coins but make sure you jump over the gaps in the floor.
- Turn left or right at the end and run round the castle collecting all the coins.
- When you find the Lava Cave, make sure you run over the restart point.
- Run to the left of the Cave and jump on the wooden ledge.
- Turn right and jump on the floating platform.
- Turn left and jump on the next floating platform.
- Turn left and jump on the platform moving up and down.
- Jump straight onto wooden ledge.
- Turn right and jump onto floating platform.
- Turn right and jump onto next floating platform.
- Turn left and jump onto low wooden platform with coins on.
- Wait for moving platform to be lowered and jump on it.
- Turn around to face the wall and at the top jump on Lightning Button.
- Now go back down the way you just came.
- Run over to the other side of the Cave.
- Jump onto the wooden ledge.
- Jump onto the floating platform and then onto the next wooden ledge.
- Run straight and jump onto floating platform.
- Jump onto platform moving up and down.
- Turn left and jump onto low platform with coins.
- Turn around and jump back onto moving platform.
- Turn left and jump onto platform at top.
- Turn right and jump onto next platform.
- Turn left and jump onto Lightning Button.
- Turn around and go back down the way you just came.
- Stand on Re-Start Point and turn to face the Lava.
- There are some new columns coming out of the lava.
- Jump up them in order and turn left at the end.
- Jump onto platform with enemies and once you've defeated them you can grab the key.
- Turn to face the wall with the Lightning Buttons you just pressed.
- You can see a high platform with coins and an Extra Life.
- Jump onto the platform that moves in between and then jump off at the other end.
- Go back down the way you just came.
- Turn left out of the Lava Cave and run up to the cage with the Boots in.
- Use the boots to jump up the high wall next to the Boot cage.
- On top will be a Health Bottle and more coins.
- From here jump again onto the higher platform and grab the coins.
- Walk off the edge (don't jump) and turn around.
- Grab all the coins and then go back to the edge where more Boots are.
- Use them to jump across the platforms sticking out of the wall.
- Jump onto platform with coins.
- Use the Boots at the end to jump across the moving platforms.
- On the last one, turn to face the wall.
- At the top jump onto the next level of the castle - beware of the White Knights who are waiting for you

there!

- Turn left and run over the restart point.
- Run around the castle collecting the coins.
- Don't worry about the paths leading of the sides because you'll use them later.
- When you see a path with 3 coins and the Shield of Justice on it, there is a secret ledge with an Extra Life!
- Stand so that the path is on the left of the screen.
- Run past it and jump onto the wall with the torches on it (on the left).
- Run along it, jumping over the torches, and stop at the end of the first long section.
- Turn around to face the other direction and on the right of the screen will be low platform with coins and the Extra life.
- Jump down onto it and pick everything up.
- Use the Boots that are also down there to jump back up to where you were.
- Once back up, turn right and take the first right again down the path with the Shield of Justice.
- Be careful of the wizards at the end because they can shoot!
- Run over Re-Start Point and jump on the Lightning Buttons.
- Some new platforms will be lowered at the side of where you are standing.
- Jump across them to the platform with more enemies.
- Run over the Re-Start Point and jump on Lightning Button.
- Some new platforms will be lowered.
- Jump across these to the next platform.
- Run over the Re-Start Point and jump on Lightning Button (there's a Health Bottle on here also)
- Now you must jump back across the platforms all the way back to the Wizards - be careful because they come alive again!
- Carry on in the same direction where some new platforms have been lowered.
- Jump across them to the next platform with enemies on.
- Run over Re-Start Point and jump on the Lightning Button.
- Jump across the new lowered platforms to the next platform with no enemies on.
- Run over the Re-Start Point and jump on the Lightning Button.
- This time, turn around to face the castle and run to the Health Bottle.
- Jump on the floating platform and wait until you get to the other side.
- Jump off and run to the right.
- At the Re-Start Point (which you have already been over) there are some new ledges sticking out of the castle wall.
- Jump up them and wait at the top for the one that moves up and down.
- Jump on it and turn all the way around to face the other way.
- At the top, jump onto platform with a coin on.
- Jump down and go through large door on the left - be careful of the ducklings inside!
- Try to run to the center of the room where there is a Lightning Stream.
- Shoot all the ducklings and make sure you run over the Re-Start Point.
- Run through the large door with the Dragon shields on either side - but don't fall off the edge!
- Turn right and jump across the ledge to the coins.
- Wait for the platform to come down and jump across it to reach some more coins.
- Turn around and jump back on the moving platform, but stay on it.
- At the top, jump off and grab some more coins. There's some on both sides of the moving platform.
- Go back down and back through the large door.
- Now go through the door with the Chicken shields on either side - but don't fall off the edge!
- Turn right and jump across to the next ledge.
- Go around the corner and jump down to lower ledge with coins.

- Wait for platform to come down and then jump across to the other coins.
- Jump back on moving platform but stay on it and face the wall.
- At the top there is an Extra Life and some coins on the ledge to the left.
- The moving platform also moves sideways so it will take you to the other coins on the other ledges.
- Jump back on it after collecting all the coins and wait for it to bring you back down.
- Head back towards the large door and you will see a green gate.
- If you have 100 coins, you can proceed through it.
- Jump across the moving platforms and on the last one turn around to face the other way.
- At the top, jump onto the wooden ledge.
- Jump up them all until you get to the Boots.
- Face the wall (not too close to it) and use the Boots to jump up onto the final level of the castle.
- Defeat the wizards and the white knights and the Amulet will appear.

Is there a walkthrough for 'Freaky Fun House'?

Yes, here is the walkthrough:

Freaky Fun House

- Jump onto all the red & white spindles and collect all the coins floating above them.
- On the left of the room there is a spindle which will move when Ace stands on it.
- Remain still until it reaches the other spindles against the wall.
- Jump onto it and proceed up the spindles until you reach the wooden platform.
- Turn left and jump onto the floating spindle, then onto the opposite wooden platform.
- Continue through the door.
- Turn left and run so that Ace proceeds down the ledges.
- On the last ledge, turn right and jump onto the platform that is moving up and down.
- From here, jump onto the next platform.
- Turn right and jump onto the suspended platforms leading to the key.
- These platforms sink when Ace touches them so jump onto the others and grab the key.
- Come back the way you came and turn right at the end.
- Jump quickly up the ledges until Ace reaches a door on the left.
- Proceed through it.
- Go down the ramp and walk over the Re-Start Point.
- Turn right and cross the bridge to the door and go through.
- Shoot all the enemies on the ground level and then jump up the platforms to reach the door where Ace came in.
- Turn right and jump onto the platform with a blue striped block moving in and out the wall.
- Wait for the block to move inwards and then run in front of it.
- Jump onto the Lightning Button.
- Return the way you just came and go back through the door.
- Turn left and run across the bridge towards the other side of the room where a new bridge will appear.
- Go across the bridge and through the door.
- Jump onto the rotating table on the right of Ace.
- Turn left and jump onto the next rotating table.
- Turn right and jump onto the rotating bookcase.
- Turn right and jump onto the next rotating bookcase.
- Jump straight onto rotating table.
- Turn left and jump onto the rotating bookcase.
- Jump on Lightning Button.
- Turn Ace so he is facing the door.
- Jump onto rotating bookcase on the right of Ace.
- Stand in the middle of it and jump - there is an extra life here.
- Collect all the coins there too.
- Jump down onto the bookcase and then onto the table and proceed back through the door.
- Turn left and jump across the spindles moving up and down until you reach a platform.
- Collect all the coins here and then go back across the spindles again.
- Run back to the Re-Start Point and stand so Ace has his back to the door.
- Jump onto the platforms floating in front of Ace.
- When at the top, jump across onto the platform with enemies on it.
- Run across the Re-Start Point and Ace will also grab the Shield of Justice.
- Continue down the slope collecting all the coins.
- At the bottom run to the left and go towards the edge of the platform.

- Jump onto the spider web closest to Ace and continue jumping from web to web, collecting coins on the way.
- Jump onto the platform and you will see coins floating in the air.
- Jump towards them and Ace will land on another web.
- Continue jumping along until you reach a lower platform with coins.
- Collect the coins and jump up the webs until you reach a platform on the right with enemies on.
- Run over the Re-Start Point and on the left there is some health if needed.
- Proceed through the door.
- Jump across all the spindles and go through the door at the end.
- Turn right and run towards the side wall making sure you run over the Re-Start Point.
- Turn left at the end and jump across all the platforms.
- Go through the door.
- Shoot all the enemies and then jump up the platform against the wall.
- Shoot the chef and then defeat the two last enemies.
- Wait for a few seconds and a health bottle will appear.
- Go through the door on the left - be careful not to fall off the ledge on the other side.
- Turn right and jump up the ledges against the wall, shooting the enemy and collecting the coins.
- Come back down the ledges until you reach the floor.
- Shoot all the enemies and collect all the coins.
- Go through the door on the ground level.
- Jump up the spindles until you reach a ledge against the wall.
- Run across the ledges until you reach a Lightning Button.
- Activate it and run back until you reach the spindle again.
- Ahead will be some floating coins so jump toward them and try to collect them on the way down.
- Run back through the door, up the ledges and through the other door.
- Go down the ledges to the ground and go back through the door.
- Jump across all the platforms and head towards the staircase making sure all coins are collected.
- Run up the stairs and at the top jump onto the ledge coming out of wall.
- Jump over all of them and go up ramp.
- At the top, jump onto the ledge and onto the platform.
- Turn around and you will see a large platform with enemies on it.
- Wait for a spindle to move into range and then jump on it.
- Jump onto the platform and collect all the coins.
- From the platform you can see another one full of coins.
- Jump across the moving spindles and collect them.
- Jump all the way back to where you began.
- Turn right and run towards the two enemies.
- Go down the slope and turn right at the bottom.
- Run up the slope and activate the Lightning Button at the end.
- Come back down the slope and turn right.
- Run over the Re-Start Point.
- Jump across the floating platforms and at the end turn left and go up the large moving steps.
- At the top turn right and run along the platform towards the other floating platforms.
- Jump down them and shoot the enemies.
- Run over the Re-Start Point.
- Proceed through the door.
- Turn right and jump across the platforms moving in and out of the wall.
- Continue to the other side of the room and activate the Lightning Button before coming back.
- If you fall down, jump onto the spider web to get back up.

- Go back through the door.
- Run towards the Re-Start Point and turn right.
- Jump across raised platforms.
- On the right there is a very low platform with an extra life and some more coins.
- Jump back up the platforms and on the right there is a platform with enemies.
- Shoot them and go through the door.
- Run across the spinning platforms and go through the door at the other end.
- Shoot all the enemies and run over the Re-Start Point.
- Some spindles will be lowered. In this section you may need to look at these spindles in first person to activate them.
- Jump up them and onto the spider web.
- Using the space bar, jump onto the next platform.
- Shoot all the enemies and some new spindles will be lowered.
- Jump up them and jump on spider web onto the next platform.
- Shoot all the enemies and look around for the Jump Boots.
- Use them to jump onto the spider web.
- On the next level, there is a Lightning Stream in the top left hand corner.
- Try to use it on the enemies but if not shoot them normally.
- When they are all dead, and if you have 100 coins, a bridge will appapear which leads to Lady Illusion's Door.

LADY ILLUSION

- Run around the room until you find Lady Illusion on one of the raised spindles.
- Target and shoot her.
- She will keep moving spindles until you hit her.
- If you hit, some of her energy bar will disappear.
- Once you have a direct hit, some spiders will appear in the corners of the room.
- Shoot them and then Lady Illusion will appear again, but in a different spot.
- This sequence will continue until Lady Illusion is dead.
- Pick up the amulet piece which will float to the ground.

Is there a walkthrough for 'Ghost Canyon'?

Yes, here is the walkthrough:

Ghost Canyon

- Run forwards shooting the cowboys and tumbleweeds, and get the health on top of the hut on the left if you need it.
- Pick up all the coins on the ground and from the hut's roofs.
- Look out for the beetles in this area. There is another health at the end of the rows of huts.
- Follow the rows of coins up to the green lit tunnel marked by a cactus sign.
- Go through the tunnel but watch out for the cactus men who explode when they touch you.
- There is a shield behind the hut on the right. With this you should run into the cacti to explode them.
- If the shield runs out you can detonate them by carefully jumping over them. Don't forget to get all the coins along this path.
- Push the button at the end to release the first TNT and jump down to the ground.
- Run back out and turn left to go to the pile of boulders that block your path.
- Turn right here and go up to the rolling boulders. Stop in between each one as you get past them in order to time it right.
- Use the lightning streamer to take care of the rock monsters and cowboys then push the button.
- Run back through the newly formed gap and pick up the eight coins going down the path to the left of you.
- Go back up and get the coins from the cliff edge then use the platforms to cross the ravine.

Hotel

- In the bar room the best thing to do is keep running around concentrating on the gun wielding zombies and the dancers.
- Don't forget to pick up the health once you've defeated everyone.

Ballroom

- Collect the double jump boots first.
- Move fast up the tables so the double jump boots last.
- The amulet is on the piano at the top.

Is there a walkthrough for 'Horror Hedge Maze'?

Yes, here is the walkthrough:

Horror Hedge Maze

- Run straight ahead and collect the 3 coins in front of you.
- Turn right and you'll see the next 3 coins to collect.
- Following the maze walls you'll see the next 3 coins down the path and as you turn right after collecting them, you can collect the 4 coins that are placed around fly-spitting plant.
- Returning the path you haven't explored yet, you'll see the next 3 coins at the end of the path. Go and collect them.
- You'll then see 3 coins to Ace's left and 3 coins to his right. Collect the 3 coins on the left first and then return to collect the other 3 coins.
- Follow the long path down where you'll collect 3 more coins.
- Turn around the hedge and make your way back up, collecting 3 more coins. Your total of Doom dimes should be 28 now.
- Coming up the path you'll see two gates (the one on the left being locked) and a Restart point (which you can run over to save your progress).
- Enter through the gate on the right and make your way down the path. Collect the 3 coins.
- At the end of the path you'll see 3 more coins to collect. Turning left you'll see the key that you need to unlock the other gate. Go and collect it.
- After getting the key and returning to the main path turn right and right again, where you'll find 5 coins and a bottle of Lightning juice.
- After collecting all of the goodies return back to the gate that has been previously locked.
- Enter through the gate by running into it. Just follow the maze walls and you'll see the next 3 coins to collect.
- After collecting them and running down the path, turn right into the 1st opening where you'll find 3 more hidden coins.
- Return to the main path and turn around the hedge collecting the next 3 coins.
- Make your way up this long path where you'll find 3 more coins at its end.
- Just follow the maze down, where you'll collect 3 more coins and encounter your next Restart point.
- Your Doom dime total should be 54 by now.
- Enter through the gate and pick up the Shield of Justice as quickly as you can.
- Defeat all the enemies in the room to proceed.
- After passing through the unlocked gate, you'll collect 6 coins in the following area plus a bottle of well deserved Lightning juice.
- Following the walls of the maze (note the statue of Lady Illusion and the different coloured hedge) through to the end where you'll be standing in front of a gate having collected a further 18 coins.
- Enter through the gate and defeat all the enemies in the area and collecting the 4 coins at each plant. The gate leading to the button that Ace has to go and press by running over it has now been unlocked, enter into the center room, press the button and collect another 4 coins and a bottle of Lightning juice.
- Exit through the gates again and make your way back along the maze back to the statue of Lady Illusion. The differently coloured hedge you'll see has given way to reveal the next area.
- Enter into the new area and collect the 3 coins. Just run following the maze until you will come to your next Restart point.
- Enter through the gate, collect all the coins and defeat all the enemies in the room to unlock the gate leading into the next area.
- As you pass through the gate, turn right and note the differently coloured hedge and another statue of Lady Illusion. Collect the Lightning juice bottle and the 3 coins.

- Run to the end of the path and collect another 3 coins. At this point you should receive your extra life as you would have collected 100 coins.
- Turning left then and running along the path you will notice a third statue of Lady Illusion and another differently coloured hedge.
- Turning right again you will run down the path and collect another 3 coins.
- On your left you will see a locked gate and a Restart point right in front of you.
- Turning right run around the hedge and up the path, collecting the 2 coins at the end of it.
- Turning left you will enter a room with two hedges running parallel to each other in the middle of the room.
- There are 7 coins to collect in the main room plus an extra life pick-up. Running around the hedge at the back of the room, you will find another 5 coins and the key which unlocks the gate that you have just passed on your way here.
- Running back to the gate that was previously locked, you'll be able to enter it now and Ace moves on to the next area.
- In this area there are 11 coins that are placed in between enemies around the fountain to collect. After collecting the coins and defeating the enemies (if you want to), you can run down the corridor at the back of the room, collecting another 2 coins and pushing the Lightning button.
- Returning to the main area again there's a Lightning juice bottle for grabs at the top of the fountain.
- Run out of the room and immediately turn right into the path with lamps on either side.
- Turn left at the statue and then just following the maze back until you come to the point where there's an open gate on your left and a bronze statue of Lady Illusion on your right, from there you'll be able to see 2 coins at the end of the corridor.
- Go and collect them and then turn right, running down a long path with enemies to defeat on the way.
- Collect the 3 coins at the end of the path and turn right. Run down the path and collect another 3 coins.
- Turning right running around the hedge and back up collecting another 3 coins.
- Then turn left and you'll see another 3 coins ahead of you. Go and collect them.
- After collecting them turn around and go down the first corridor on your right.
- Collect another 3 coins and then turn right again and go and push the Lightning button.
- Turn around, run forward, turn left, run forward and then turning right run around the hedge back the way you came.
- Just follow the maze all the way back, past the open gate and bronze statue.
- When turning left at the next corner you'll see the new area that has been revealed.
- You can pick up the Lightning stream and defeat all enemies with ease and picking up the 6 coins while running up the path.
- While turning right running around the hedge, you can defeat the fly-spitting plant, collect the 3 coins behind it and enter the room which holds the missing amulet piece.

Are there any tips for 'Lord Fear'?

Yes, here are some tips for Lord Fear:

- You must shoot Pig Face and Anvil first before Lord Fear will appear. Shoot Pig Face first because he is much faster and more dangerous than Anvil.
- Try and shoot them away from the center of the room, or they may block your chance to shoot Lord Fear.
- When he appears you should target lock him first. He will soon shoot out a number of fireballs; dodge these by strafing. After this his shield will go down, this is your only chance to shoot him.
- After this he will disappear and Pig Face and Anvil will be resurrected.
- Shoot them as before to make Lord Fear re-appear.
- Keep this rhythm until Lord Fear is dead.
- Be careful of Lady Illusion who will also appear sometimes and try to shoot you.
- Just try to avoid her shots and concentrate on Lord Fear because you don't need to defeat her for the amulet to appear.
- Once Lord Fear is dead, the amulet will appear on the organ against the wall.
- Grab it - Congratulations, you just banished Lord Fear back to the 6th dimension...forever?

TIPS:

- When Pig-face is running right on your heels, just give a jump straight up into the air and let him run past underneath you. Then target and shoot.
- ALWAYS keep moving as Lady Illusion throws down big electric orbs from time to time, these can really chip away at your health. [BACK TO TOP](#) **Is there a walkthrough for 'Nevershine Mine'?**
Yes, here is the walkthrough:

Nevershine Mine

- Grab the coins on the right, but beware of the man hiding behind the boxes!
- Remember to jump on the wooden platforms on both sides of the mine to search for coins.
- As you reach the point where the train track has a section going off to the right, stop and look left - there's a Health Bottle.
- Continue down the mine, remembering to search the wooden platforms.
- Beware of the enemies hiding behind the boxes and rocks on the way down the mine.

- Run over the Re-Start Point on the way.
- When you reach the large opening, there is a wooden signpost on the right against the wall.
- Run straight past the sign and look behind the first big pile of boxes on the right and there is a Shield of Justice.
- Grab the Shield and continue down the mine.
- The Shield will protect you from the yellow birds that come towards you.
- Run over the Re-Start Point at the end and jump across the platforms coming out of the lava.
- There is a Re-Start Point on top of one of them a bit further down.
- Half way down, there is a ledge with enemies on.
- Defeat the enemies and look behind the box on the right - there is an Extra Life.
- Turn around and turn right at the opening.
- Continue to jump across the platforms.
- Run across the Re-Start Point at the end and continue up the mine.
- Beware of the yellow birds that run towards you - a good tip is to just jump over them and they will explode without hurting you!
- Keep running up, but beware of the birds hiding behind the big rock on the left near the 2 long lines of coins.
- There is another bird behind the next big rock on the left too.
- Run down the hill and when you get to the 3 mine carts on the right, look to the right and you'll see a blocked tunnel with an Extra Life in it.
- Run over the Re-Start Point and continue down the mine.
- Follow the sign pointing to the right when the road goes into a "V".
- Run to the end and just before you go through the wooden door turn left and run over the Re-Start Point behind the boxes.
- Go through the door and grab the Lightning Stream.
- Look left straight away and shoot the birds.
- Now run down the mine shooting the skeletons hiding behind the crystals.

·Once you've defeated them all, the amulet will appear.