

Gloomy Manor	Gem #	A-1	A-2	A-3	A-4	A-5	A-Boss	A-Bonus	Room	Location
Circle	1								Mudroom Exterior	northwest tree
Triangle	2								Front Yard	2nd flower west of stairs
Rectangle	3	[1]							Parlor	activate clock
Ellipse	4	[2]							Studio	northwest window
Teardrop	5								Entrance	northeast armor, shoot helmet at northwest painting
Octagon	6				[3]				Dining Room	northeast ceiling safe
Rhombus	7	[4]							Kitchen	ice block in fridge, melt on stove
Star	8								Under the Stairs (Foyer)	use hidden door in patio
Rounded Rectangle	9	[5]							Patio	reveal cheep cheep statue
Oval	10			[6]					Library (F1)	suck up and shoot the globe
Hexagon	11	[7]							Study	northwest dark light painting
Vase	12								Rafters	far east dresser
Mushroom	13								Bedroom	behind northeast dressing screen

Haunted Towers	Gem #	B-1	B-2	B-3	B-4	B-5	B-Boss	B-Bonus	Room	Location
Circle	1								Tower Lobby	under the stairs
Triangle	2								Laboratories	northwest glass container, use bloomberry
Rectangle	3								Garden	water the southeast flower
Ellipse	4								Botany Lab	water the northeast flower
Teardrop	5								Seedling Laboratory	shoot the mouse with the seed shooter
Octagon	6								West Garden (Tower Lobby)	kill plant monster with spike ball (reveal pipes in Tower Lobby)
Rhombus	7								Hollow Tree (F1)	water the far east flower, use far west bucket
Star	8								Old Graveyard	hanging on a vine in the west area
Rounded Rectangle	9								Skybridge	kill far east orange plant
Oval	10								Rumpus Room	unscrew doll's head (counter-clockwise)
Hexagon	11								Solarium (F4)	reveal chest on table
Vase	12								Conservatory	upper east bonus room
Mushroom	13								West Bathroom	pull west toilet paper roll

Old Clockworks	Gem #	C-1	C-2	C-3	C-4	C-5	C-Boss	C-Bonus	Room	Location
Circle	1								Clockworks Court	reveal far east chest
Triangle	2								Warehouse	reveal green spool in north box, unravel in machine
Rectangle	3								Clock Tower Gate	reveal northwest chest
Ellipse	4								Storm Cellar	southwest dark light painting
Teardrop	5								Canyon Stairs	upper southeast corner
Octagon	6								Quarry	southeast cave
Rhombus	7								Clockmaker's Chambers	set the time to 9:00, use rotor under rug
Star	8								Roundhouse (F2)	southeast chest, use second set of balance beams
Rounded Rectangle	9								Roundhouse (F1)	northwest alcove
Oval	10								Gear Chamber (B1)	lower north bonus room
Hexagon	11								Maintenance Hub	reveal south chest on lower floor
Vase	12								Service Elevator	shoot toad to south wall
Mushroom	13								Movements	west window

Secret Mine	Gem #	D-1	D-2	D-3	D-Boss	D-Bonus		Room	Location
Circle	1							Smokehouse	reveal northeast scarf, pull both
Triangle	2							Fishing Hut	under southwest boards
Rectangle	3							Under the Ice	shoot toad into upper north chute
Ellipse	4							High Wires	northwest crow nest, kill crows first
Teardrop	5							Airway	use binoculars on upper platform, look at cave
Octagon	6							Chalet Approach	burn chicken on northwest grill, melt ice on east dark light painting
Rhombus	7							Prospector's Crossing	reveal and spin southeast pickaxe, drop logs on ice
Star	8	[8]						Skip Slope	left side-path
Rounded Rectangle	9	[9]						Shaft	pull chain at bottom to open the chute
Oval	10							Deep Hall	melt icicle to the right of the conveyor, use coal
Hexagon	11							Crossroads	reveal west crate
Vase	12		[10]					Chalet	use the E-Gate in the crystal quarry
Mushroom	13							High Wires	northwest bonus room, melt ice on tree from gondola

Treacherous Mansion	Gem #	E-1	E-2	E-3	E-4	E-5	E-Boss	E-Bonus	Room	Location
Circle	1								Underground Lab	zap armor using north rotor, shoot helmet at northeast bottle
Triangle	2								Haunted Catacombs (east)	RURDRUR, burning web ball to web wall (pre-opened in E-Bonus)
Rectangle	3								Haunted Catacombs (east)	RURDDR, go through door, hanging vine
Ellipse	4								Front Entrance	reveal and pull chain on right gargoyle, activate the safe
Teardrop	5								Restrooms (west)	pull chain
Octagon	6								Gargoyle Roof	use the mammoth in ice age, complete the constellation
Rhombus	7								Ancient Exhibit (F1)	water the west plant
Star	8								Aviation Exhibit	pull weights off the balloon
Rounded Rectangle	9								Nautical Exhibit	place log on pressure plate by the helm, chest outside
Oval	10								Dark Age Exhibit	blue book from upper southeast gargoyle in front entrance (F2)
Hexagon	11								Jungle Exhibit (F2)	upper southwest gold bloomberry
Vase	12								Ice Age Exhibit (F2)	upper northwest gold bloomberry
Mushroom	13					[11]			Train Exhibit	reveal missing track

Originally modeled from the walkthrough by KeyBlade999

[1] Accessible via key duplication

[2] Accessible via key duplication

[3] Only before boo cutscene

[4] Accessible via key duplication

[5] Accessible via key duplication

[6] Only while the room is dark

[7] Accessible via key duplication

[8] Leave Toad Behind

[9] Leave Toad behind

[10] Collect Cinder Mine key while going through door to Deep Hall. Deep Hall to Crystal Quarry paranormal gate will not appear

[11] Only before chaos