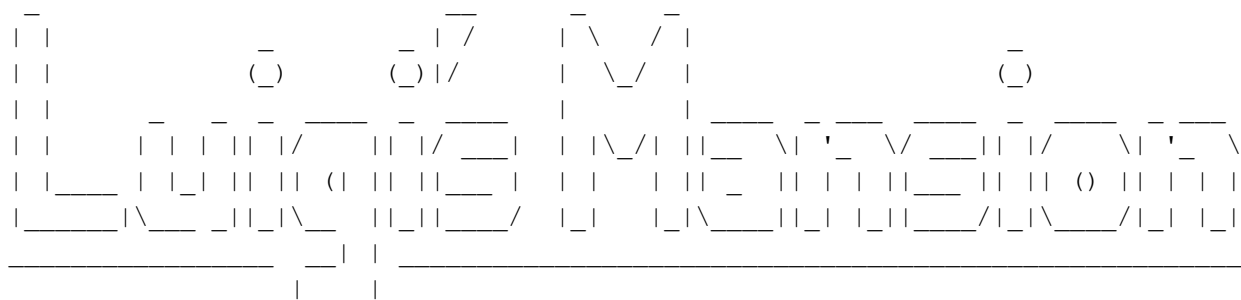


Luigi's Mansion FAQ/Walkthrough

by CWall

Updated to v2.2 on Nov 8, 2005



P A L V E R S I O N

A Luigi's Mansion (PAL)
FAQ/Walkthrough
for Nintendo GameCube
by Christian Wall

Size: 295 KB

Version: 2.2

Last updated: Nov 8, 2005

E-mail: cwall_85[at]hotmail.com

Homepage: <http://home.swipnet.se/cpg>

Proof-reader: Luigi Kong

Copyright (c) 2002-2005 Christian Wall

Table of Contents

- 1.0 Introduction
- 2.0 Basics, etc.
 - 2.1 Brief game information
 - 2.2 Brief overview
 - 2.3 Story
 - 2.4 Controls and basic strategies
 - 2.5 Items
 - 2.6 Reviews
 - 2.7 Maps of the mansions
- 3.0 Quick Walkthrough (Spoiler-free)
 - 3.1 Area 1
 - 3.2 Area 2
 - 3.3 Area 3
 - 3.4 Area 4
 - 3.5 Optional Rooms
- 4.0 Walkthrough

- 4.1 Intro
- 4.2 Area 1
- 4.3 Area 2
- 4.4 Area 3
- 4.5 Area 4

5.0 Differences between the Mansions

6.0 Walkthrough for The Hidden Mansion

- 6.1 Area 1
- 6.2 Area 2
- 6.3 Area 3
- 6.4 Area 4

7.0 The Ghosts

- 7.1 Regular Ghosts
- 7.2 Portrait Ghosts
- 7.3 Boos

8.0 The Bosses

- 8.1 The Mansion
- 8.2 The Hidden Mansion

9.0 Money Ghost Locations

10.0 Golden Mice Locations

11.0 Mario's Dropped Items

12.0 The Plants

13.0 E. Gadd's Lab

14.0 Monetary Values

15.0 The Different Endings

16.0 Differences between the PAL and NTSC versions

17.0 Final Section

- 17.1 Version History
- 17.2 Credits
- 17.3 Contacting
- 17.4 About the Author
- 17.5 Copyright Notice
- 17.6 Final Words

Search string

If you want to get to a section fast, bring up the search function of your browser/word editor. To activate the search function, press Ctrl F in most programs, including Internet Explorer. Then type the number of the part which you wish to reach. For example, type 8.2 and you will get to the boss strategies for the Hidden Mansion. You could just type the name of the section in the search function and you will get there eventually.

1.0 Introduction

Luigi's Mansion is the Nintendo Gamecube's main release title. Though not as good as Super Mario 64 was (and is) when it came to N64 this game sure is good. It's an innovative title in which Mario is captured in a mansion by some mean ghosts. It's Luigi's job to rescue his brother only with the help of a vacuum cleaner, a flash-light and a Game Boy Horror.

This FAQ is made for the PAL version of Luigi's Mansion which contains a few differences from the NTSC version. That is the main reason why I've made this FAQ, because all the other FAQs at GameFAQs.com are made for the NTSC version.

Here you can find very detailed Walkthroughs for both of the mansions, the difficulties. And separate parts for finding all the money ghosts and the golden mice. I will also explain the different endings and how to achieve these and monetary value and of course some side-quests and boss-strategies.

2.0 Basics, etc.

Here, you can find general information about Luigi's Mansion and other things worth knowing before you begin.

=====
2.1 Brief game information
=====

System:	Nintendo GameCube
Television System:	PAL
Publisher:	Nintendo
Developer:	Nintendo
Origin:	Japan
Players:	1
Genre:	Adventure
Blocks:	3
Released	
Japan:	September 14, 2001
USA:	November 18, 2001
Europe:	May 3, 2002

=====
2.2 Brief overview
=====

You play as Luigi, Mario's brother. He has won a haunted mansion and must now use only a flashlight and a vacuum cleaner to get rid of all the ghosts. The control are innovative and rather advanced, but the lasting appeal is rather

poor, at least in the NTSC version of the game. The PAL version has a slightly improve lasting appeal.

=====

2.3 Story

=====

Why do I have this part when you can watch the manual just as well? Hmm... There's a part like this in every FAQ.

Luigi has won a mansion in a contest he didn't even join and now he's gonna find out what his new house looks like. Mario is of course invited to watch so he hurries to the mansion to meet Luigi there. When Luigi comes to the mansion he notices it's a big and spooky mansion and Mario's gone.

Trembling he opens the door to the mansion only equipped with a flashlight. Inside he meets a strange little professor named E. Gadd that's just about to vacuum a ghost with a vacuum cleaner. He fails though and numerous of ghosts comes to attack Luigi and E. Gadd. They flee together to Gadd's little lab outside the mansion where Luigi is equipped with Gadd's vacuum cleaner so that he can vacuum ghosts through out the mansion and save his brother. The vacuum cleaner has got the name Poltergust 3000 by the way.

=====

2.4 Controls and basic strategies

=====

- A: The action button; open doors, search things, talk to people.
- B: Turn off your flash light when pressed. Go back in menus.
- X: Activate your Game Boy Horror and you'll see things through Luigi's eyes. Search things with A to get info. You can see portrait ghosts when activated.
- Y: Check your map. Press up and down to toggle between the floors and left/right to rotate it. Zoom in with A and when zoomed in scroll with the C stick.
- Z: Check your inventory.
- L: Shoot elements from the vacuum cleaner. Deeper pressed means more power. When hold all the way in you can shoot balls of

that element.

R: Vacuum. Press deeper for more power.

Analogue stick: Move Luigi.

C: Move flashlight in dark rooms.

You can choose between two control modes.

Standard: When Luigi moves the flashlight, it will always be in front of him, which means that you won't have to use the C stick too much when he uses the flash light.

Sidestep: The flashlight will be in the same direction all the time. Which means that you must use the C-stick at the same time as you use the analogue stick.

I strongly recommend using the Sidestep control. At least I find the game to be much more fun. Learn to use it from the beginning. It kind of feels like an FPS game and gives the game more deep to use to control sticks at the same time.

Some basic strategies for beating the ghosts if you haven't got the patient to look at the ghost part below. To beat ordinary ghosts simply stun them with your flashlight by drawing it over them. Then when they look shocked it's just to press R and vacuum them at the same time as you're pressing the control stick (the left one) in the opposite direction. If you shine the light at a ghost when it's too far away it will disappear and try to attack you in a couple of seconds again and if you flash it for too long it will also disappear. So be close and shine your light at it only for half a second and then vacuum it. In the hidden mansion the ghosts are even shyer to the light so there you've gotta be right next to them to be able to stun them. It often helps to turn off the flashlight by holding the B button.

Also worth mention is to always watch the map by pressing Y when you don't know where to go. And do use the first person view feature when you're stuck. Press X to check it out in Luigi's eyes and press A to search items. Often there's nothing interesting, but sometimes it can help you to move on in the game.

Also save often. Return to the Foyer (the room where you start) by zooming in on a mirror with the first person feature. But

there's also other Toads in the mansion.
One in the Foyer, one in the 1f Washroom
and one in hut in the Courtyard, 1F.

All stuff you collect coin, cash, gold bars,
gems, diamonds and pearls lead to getting
more money and this is only good for a better
ending. Check the Monetary values chapter and
"The Different endings chapter" for more info.
Try to aim downwards with your vacuum cleaner
when you're vacuuming coins and cash because
then you'll be able to get much more amount of
money in a shorter time.

When you see a diamond lying in the middle of
coins and cash, take the coins and the cash first
because they disappear much quicker than the
diamond and when you take a diamond a short
real-time based cutscene will appear and during
that time most of the money often disappear.

=====
2.5 Items
=====

There's a lot of items in Luigi's Mansion.
Down below is a list with descriptions.

Small Heart

Found in many places, gives
Luigi 10 HP back.

Medium Heart

Found in many places, gives
Luigi 20 HP back.

Big Heart

Very rare, in "The Hidden
Mansion" you can get it from the right
statue in the Courtyard, if you want to
get it again it's just to visit two
rooms before you go there again. The
same goes for the big heart in the Nursery,
"The Mansion".

Poisonous Mushroom

All Portrait Ghosts drop it. Found everywhere in "The Hidden Mansion". It makes Luigi very small and it takes a lot of coins. Luigi can't do anything except stunning ghosts with the tiny flashlight. He also has a very funny voice. Luigi becomes big again after a few seconds.

Mario's dropped items

A hat, letter, glove, shoe and star which is spread out through the mansion and helps you to advance in the game. Check it's part for more details.

Coins, Paper Money, Gold Bars, Gems, Diamonds and Pearls

Gives you money that determine how good ending you'll get. Check the following two parts for details.

Key

Helps you to unlock locked doors.

Fire Elemental Medal

Lets you spray fire from your vacuum cleaner if you've vacuumed a fireghost from a candle. Defeat ice elemental ghosts with your fire and light candles.

Water Elemental Medal

Lets you spray water from your vacuum cleaner if you've vacuumed a waterghost from a sink or fountain. Defeat fire elemental ghosts with your water and extinguish fires.

Ice Elemental Medal

Lets you spray ice from your vacuum cleaner if you've vacuumed an iceghost from a refrigerator. Defeat water elemental ghosts with your ice and chill things.

Converters

When Luigi walks on these his feet
get stuck in the ceiling and he must go around
there until he finds another converter that
makes him go on the floor again.

=====
2.6 Reviews
=====

A review should be in every FAQ, I've got two.
Be sure to read both mine and Luigi Kong.

Review

Graphics 9/10

Let's say that I'm not as astonished
as I was when I first saw Super Mario
64 for N64, but Luigi's Mansion is not
a Super Mario 64 and has never tried
to be one.

We see a great deal of nice effects.
All the light effects are the best I've
ever seen. The light from the flashlight
is very realistic, the shadows are mostly
great and the ghosts look terrific. But
I wouldn't mind some parts a little
higher rendered. And some environment
look a little antiquated. But there's
almost no slow-down, it keeps a good
flow. Overall very good graphics.

Sound 7/10

I've heard better. But it gives the
game a little creepy atmosphere at the
same time as you feel the parody in
the game. Luigi's humming, whistling
and desperate cries for Mario also
gives the atmosphere a boost.

Gameplay/Controls 9/10

Nintendo presents a new innovative
gameplay system which is easy to
learn, harder to master. It's also
very fun.

You control a flashlight with
one stick and control Luigi with
the other. It's done very smoothly
which is good. The controls are
also very accurately which is very
important in this kind of game. You
seldom get frustrated because you
know you didn't do well enough if

you fail somewhere. That's great.

The exploring and "conquering" rooms are great and you never feel like you're lost because of the great Game Boy Horror feature. It works as a very functional map, a first-person and it keeps track of the items.

Except ordinary ghosts there are portrait ghost that you must imprison in painting and all of them require different strategies. This makes Luigi's Mansion very much of a problem-solving game.

There are also the Boos which hides in the already conquered room (lit). To catch these you must use the Boo radar which which is just another game element.

Speaking of elements you must later use elements like fire and water to complete different tasks in the game.

I should have written this earlier but you should have figured out that Luigi uses a vacuum cleaner to get the ghosts.

Thumbs up for the Gameplay and controls.

Lasting appeal 6/10
Not that good, but not bad.
Some people will only beat this game ones and then the fun will be over in a couple of hours. But true Nintendo fans will have fun with this in weeks and discover every single coin there's to discover.

Overall 9/10
Luigi's Mansion is great, not as great as Super Mario 64 but still terrific.

Luigi Kong's review

Graphics: 9/10
These graphics are excellent! Well, they sure amazed me when I played this the first time. Not as much as I was surprised when I saw Mario Kart 64 (my first game) after years of watching my cousins SMW, but still great! Luigi himself looks great!

The way the ghosts move and their glowing effects are nice as well. The furniture is well-detailed, while the lightning effects are a good touch. Why this got a nine was because it's not really a new step for Nintendo. Just a great way to know the Gamecube can make jaw-dropping graphics. The way the candles go out are amazing. Water is also good. The Game Boy Horror looks exactly like a Game Boy Color. :) My favourite thing though, is how nicely designed Toad looks. (Toad all the way!) The flashlight's way of making shadows was one of my favourites myself! Great job Nintendo!

Sound/Music: 6/10

Not many themes for this game at all. There's a main theme that is heard throughout corridors, while Luigi hums it in a dark room. Luigi also shows his whistling talent in a lit room. The other songs are mainly played during a portrait ghost encounter or the first time you visit the Ballroom. Of course there is a different theme for each Boss Ghost and even Normal Ghosts have a strange theme when you are sucking them up. (Press start when your sucking up a normal ghost.) Luigi's sound effects are excellent, and the ghost sounds are also a nice touch. The vacuum could of been better. (IMO) Water and Fire sound great! Even Toad's "Mama Mia!" sounds silly enough for a nice laugh. E. Gadd's gibberish is also nice, but at first I thought it was Japanese. Overall, nice sound effects, but they could have used more themes.

Gameplay/Control: 10/10

I thought it would take some getting used to to play this game, but the smooth controls are top-notch! I had no problem with the controls! I know 6-year olds who have mastered the controls! The gameplay never gets tiring for me. Catching ghosts is a fun thing to do, while frying them is another! There's just tons of ways to experiment with the vacuum and ghosts! I may not have played as much as the writer of this FAQ, but I know with my experience, that this game will never get boring your first and second time at all! (First for the NTSC version. I envy that PAL version.) The R shoulder button is used for the vacuum, while the L shoulder button is used for elements. (As soon as you have the metal.) A is used for checking objects, opening doors, and pushing buttons, while B is used for the Flashlight.

(A handy feature if you master it.) C-Stick is used to rotate the vacuum, yourself, or for a much easier time catching Boos and ghosts. The way you use the flashlight with the C-Stick was good. Sidestep was also a nice feature.

The ghost-catching system is flawless. The thing is, it's too good.

(IMO) That's what makes this game easy for most gamers. Anyway, the different types of ghosts (See Ghost Part) were good for variety, especially those Grabbers.

There is no camera in this game besides the second and last boss, so that shouldn't be too much of a problem. (It isn't.) The Game Boy Horror Feature was excellent! You press X to view the room. (A personal favourite of mine.) You press Y to view the Floor and you press Z to see your inventory. Nice use of those buttons!

Lasting Value: 4/10 (NTSC version)

I hate to say it, but the NTSC version sucked big time in Lasting Value. (Look at the differences part.) The reward you get at the end of the game is nothing compared to the reward you get for the PAL version. I know most will have regret buying this game, but I'm not one of them. I myself enjoy this game as much as I can, and it never gets boring. Like Christian said, true Nintendo fans will come back to this game and play it again and again to discover every coin.

Overall: 8/10 (NTSC version)

I must say this game is great, but not enough for every gamer.

(Good enough for me.)

Copyright 2002 (c) Luigi Kong

IMO = In my opinion

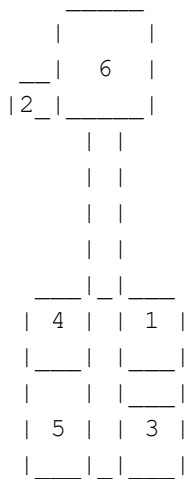
NTSC = The American version of this game

(I've mentioned this before but it doesn't hurt to write it again)

=====
2.7 Map of the mansions
=====

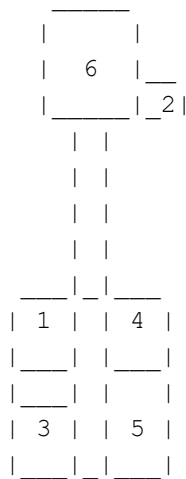
Here come simple ASCII maps of "The Mansion"
and the "The Hidden Mansion".

BF "The Mansion"



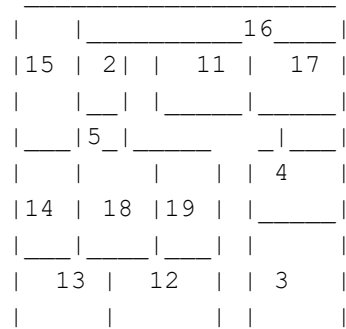
-Stairs Stairs-

BF "The Hidden Mansion"



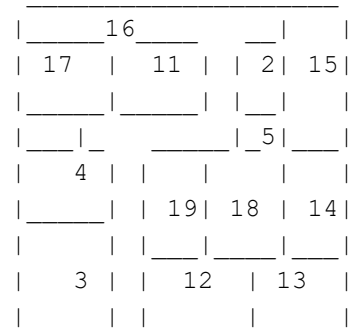
- 1. Breaker Room
- 2. Bottom of the Well
- 3. Cellar
- 4. Pipe Room
- 5. Cold Storage
- 6. Secret Altar

1F "The Mansion"



-Stairs Stairs-

1F Hidden Mansion



Study 2F

- Turn your back against the Portrait Ghost
- Wait for him to yawn
- Capture him

Master Bedroom 2F

- Use your vacuum cleaner to draw away the curtains
- Vacuum the Portrait Ghost.

Nursery 2F

- Vacuum the rocking-horse until the baby shows up
- Vacuum the ball near-by and shoot it at the baby

=====
3.2 Area 2
=====

Bathroom 1F

- Ghost battles

Bal Room 1F

- Ghost battles
- Portrait Ghost battle
- Be on the rotating platform
- Turn your back against them
- Wait for its heart to be shown
- Vacuum it

Storage Room 1F

- Ghost battles
- Press the switch on the opposite wall of the mirror
- Vacuum the poster off the wall
- Press that switch too

Then defeat five Boos in the rooms you've already lit.

Washroom 1F

- Located south of the Bathroom
- Shake the toilet for a key.

Fortune-Teller's Room 1F

- Nothing

Mirror Room 1F

- Ghost battles
- Get fire from the fire pedestal
- Light candle sticks with fire.

Fortune-Teller's Room 1F

- Light four candle sticks for a key, use your fire

Laundry Room 1F

- Ghost battles
- Shake the laundry machine for Mario's hat

Butler's Room 1F

- Light moving candle stick in the 1F corridor
- Go to the Butler's Room south of the Laundry Room
- Wait for the Butler (a Portrait Ghost) to show up.
- When he's sitting on the chair; defeat him.

Conservatory 1F

- Play all the instruments
- Answer right on the Portrait Ghost's question
- Then battle her music sheets
- Vacuum her

Dining Room 1F (Optional)

- Go through the room to the other side
- or...
- (Light the candles on the table)
- (Vacuum the Waiter Ghosts)
- (Vacuum the caramel custard until it disappears)
- (Avoid fireballs from the Portrait Ghost)
- (When he rests, vacuum him)

Kitchen 1F

- Open refrigerator with vacuum cleaner
- Defeat all ghosts
- Grab the Water Elemental Medal
- Vacuum a Water Ghosts from the sink
- Extinguish the fire above the door.

Bone Yard 1F

- Shine your light at the dog until it wakes up
- Avoid its attacks until another ghosts shows up
- Vacuum the ghost that shows up
- Vacuum the dog
- Zoom your Game Boy Horror at the dog's house
and search the area
- Go into the dog's house

Grave Yard 1F

- Tap the tombs in the middle
- Defeat the ghosts
- Go to the big tomb

=====
3.3 Area 3
=====

Courtyard 1F

- Get Mario's Letter from the nesting box
- Go down the well
- Go into the tunnel
- Defeat the Ghost on the way back
- Grab the key
- (Defeat ghosts for money)

Rec. Room 1F (Optional)

- (Punch the bags at the Portrait Ghost three times)
- (Vacuum him)
- (Run on the exercise machine for a key)
- You must go through this room

Tea Room 2F

- Extinguish the fire outside with water
- Defeat the ghosts
- Go on the plate on the floor
- Go on the plate in the ceiling
- Get Ice Elemental Medal

Bathroom 2F

- Bring Ice Elemental
- Draw away the curtain
- Spray ice on the bathtub
- Vacuum the Portrait Ghost

Nana's Room 2F

- Tap the basket with balls of yarns
- Vacuum the all the balls of yarn and shoot them at her.
- Vacuum her

Astral Hall 2F

- Bring Fire Elemental
- Light all candles
- Place yourself in the middle of the pentagram
- Defeat the ghosts
- Go to the next room

Observatory 2F

- Check the telescope with A
- Get out on the ledge
- Vacuum a meteorite
- Shoot it at the moon
- Get out on the bridge
- Get Mario's Star

Billiards Room 1F (Optional)

- Go to the next room
- (Vacuum all three balls one at a time)
- (Shoot them all at the Portrait Ghost)

Projection Room 1F

- Turn on the projector with A
- Ghost battles
- Get Mario's Glove

Twin's Room 2F

- Vacuum the circular toy in the ceiling, go around in circles so it spins around
- Get out of the room
- Get in to the room
- Vacuum the packages
- Shake the ones that shivers when you vacuum
- Defeat the blue ghost first, the red second
- To defeat the ghosts you must vacuum their vehicles until they disappear
- Get Mario's shoe

Fortune-Teller's Room 1F

- Shine your light at the crystal ball until a Portrait Ghost appears

- Show her Mario's Dropped Items
- Vacuum her

Safari Room 3F

- Bring Ice Elemental
- Vacuum the boxes
- Defeat the ghosts

Balcony 3F

- Go to the centre of the balcony

=====

3.4 Area 4

=====

Telephone Room 3F

- Answer the telephone that rings
- Answer the other telephones too
- Defeat the ghosts

Wardrobe Room 2F

- Turn your back against the Portrait Ghost
- Stun him when he says B0000000!
- Grab key

Breaker Room BF

- Go to the breaker

Cellar BF

- Vacuum the piles of dust
- Shake the barrels
- Defeat the ghosts

Telephone Room 3F (Optional)

- Go to the north
- (Check chests)
- (Defeat ghosts)

Clockwork Room 3F

- Shake the three clocks in the room
- Defeat the Portrait Ghost(s)
- Go into the house in the middle for an elevator to the roof

Roof

- Defeat the ghosts
- Grab the key from a chimney

Armory 3F

- Check all suits of armour
- Defeat ghosts
- Check all chest
- Defeat ghosts
- Grab key

Pipe Room BF

- Defeat ghosts
- Get Ice from the barrel

- Freeze the river of poison
- Turn off the water flow
- Grab the key

Cold Storage BF

- Get Fire from the candle
- Light the camp fires
- Spray fire on the Portrait Ghost
- Vacuum him

The Artist's Studio

- Defeat the ghosts
- Vacuum the Portrait Ghost

Secret Altar BF

- This is a spoiler free walkthrough

=====
3.5 Optional Rooms
=====

Here I list the Optional Rooms you don't even have to go through to reach the final boss.

Hidden Room 1F

- Check the Butler's Room with your Game Boy Horror for a mouse hole
- Go to the mouse hole
- Open the treasure chests
- Defeat the ghosts

Washroom 2F

- Next to the Bathroom
- Get water from the container above the toilet
- Shake the toilet
- Defeat the ghost(s)
- Get money

Sealed Room 2F

- Drop down the chimney on the roof which hasn't got a treasure chest
- Open treasure chests
- Defeat ghosts
- Grab key to the Sitting Room
- Vacuum sheet off the mirror
- Search the mirror with your Game Boy Horror when you want to go back

Sitting Room 2F

- Get Fire from the candle
- Light the candles on the wall
- Defeat the ghosts
- Go to the next room

Guest Room 2F

- Spray water three times on the Portrait Ghost
- Vacuum her

- Get money from the chest

Ceramics Studio 3F

- Located north of the Armory
- Get Ice from the frozen jar
- Check the other jars
- Play the Portrait Ghost's game, freeze him
- Vacuum him
- Get Money

4.0 Walkthrough

This is a walkthrough, a pretty detailed walkthrough I think. By using this you'll get everything in the game. I'll mention all the secrets and money places.

Where I say check [insert item here] for money I mean that there can be either Coins, Paper Money, Gold bars or hearts at that place. Places that don't hold money nor hearts often get it if you check that place later in the game.

=====

4.1 Intro

=====

When the game starts Luigi walks through a spooky forest only equipped with his flashlight. It's a dark night and ravens are seen on the tree branches. Luigi looks at his map and there he sees a nice house surrounded by beautiful environments but when he looks at the reality he sees a spooky mansion.

When he's at the door he expects to see Mario but Luigi figures that Mario's got to be inside so he opens the door and goes in. Here you'll be able to control the green fellow. There's nothing here so just go up the stairs touch the doors with A and then go back down.

A key will be hovering in the sky in an orange mass. The orange mass will disappear and the key will fall to the ground. Grab the key and go up the stairs to the big double doors, where the key is supposed to be put in. Go in here and a cut-scene will follow when the strange professor E. Gadd tries to vacuum a ghost. He fails and he starts to chat with Luigi. Then three more ghost will appear and they will both flee to the scientist's lab. Here Luigi will explain the situation and he will be equipped with E. Gadd's ghost vacuum cleaner Poltergust 3000 and Game Boy Horror and Luigi will head back into the house to save his brother.

=====

4.2 Area 1

=====

Foyer 1F/2F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: -

Boo's HP: -

The first area you'll visit with your new Poltergust 3000 and in this nice Foyer you'll always start when you start your game. Talk to Toad and he'll light the room for you. If you aren't familiar to the Mario games; Toad is that little crying fellow with a big mushroom as a hat. He will also let you save.

Up the stairs there are some coins spread out. Collect these with either your vacuum or simply walk over them. You can try and vacuum the vases but I've never found anything there and you probably won't either. While standing above the stairs aim your vacuum cleaner at the chandelier hanging in the roof. You'll get both cash and coins from this one.

On the first floor, be a good fellow and don't walk under the chandelier because that will give the plumber a nice headache, though the lamp that hang above the sealed door can give you some coins, if not go back later. The drawer will give you hearts later on. Head upstairs and into the double doors and you're ready to smack some ghosts' bottoms.

Parlor 2F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 3

Boo's comment: "I am Bamboo, if you please?"

Boo's HP: 30

Why not collect the money on the tables and on the floor with your vacuum cleaner first? Then you can go to the big cupboard in the upper-left part of the room and open it to see if it'll give you any cash, then check the drawer in the bottom-right corner. And last the small cupboards under the candles and you'll find the last money. Try the chandelier to by the way. Then blow out the candles by using L or R while aiming at them and after a short chat with the paintings some ghost will attack. Three Orange Ghosts will attack you, one at a time. And remember if you have trouble

with the ghost check my "Ghosts part".

After that battle a chest with a key will show up and you can move to the Anteroom which lies to the north. The room will also be lit.

Anteroom 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "Looking for me? Bootha!"
Boo's HP: 50

Just some simple ghost battles. First an Orange ghost will attack, then a Pink one, then two Oranges and then one of each. Search the three drawers and the two chandeliers. When ready, head to the left.

Wardrobe Room 2F

Portrait Ghost: Yes, later, Uncle Grimmly
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 5
Boo's comment: "Wanna play GameBoo Advance?"
Boo's HP: 50

Here you'll bump into the first Money Ghost, check details on these in my "Money Ghost part". He's in a closet so don't open any of these just yet, defeat the ghosts around first. First an Orange followed by two pairs of Oranges and Greens. Then walk to the left and out to the balcony where a Toad will save your game. It's a lot of money to lose if the money ghost slips away from you so always save before you mess with Money Ghosts and Golden Mice.

Back in the Wardrobe Room go to the right-most closet and open with A. Flash your light at the greedy ghost and star vacuum. Now that's some money you don't wanna lose, right? Open the left-most closet and give the last orange ghost a whoppin'. Vacuum the key that shows up when you've lit the room off the shelf. Then use your Game Boy Horror and zoom in on the mirror and warp back to the Foyer where you can save and then go the left at the second floor of the Foyer. And you'll be in a corridor. Collect the coins and then take the first door on Luigi's right to get to the study. Don't touch the two other door on Luigi's right cause these will hurt him.

Study 2F

Portrait Ghost: Yes, Neville
Golden Mouse: Yes
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "Speak not my name, Taboo!"
Boo's HP: 30

In here you'll find your first Portrait Ghost but there are some other good stuff as well so don't mess with him yet, you gotta collect some stuff first. You might notice a book that comes flying at you. You'd better vacuum it up so it won't disturb you anymore. If it hits you or if it hits something else it will just come back so do what you must.

A Golden Mouse is here for you do find. Go to the bookshelves and take your Game Boy Horror out. Aim it on the floor next to the chair near the table and a rather big cheese will be visible. Press A to search the cheese and a sound will be heard as a golden mouse will appear. Go into the centre area of the room to get a good view and suck him up quickly cause he'll disappear.

A Money Ghost is also here. Tap the chair next to the table and he'll show up. Flash him and vacuum him and you'll receive some dinero(money in Spanish, though I'm Swedish!). Vacuum the table for some cash Neville has saved up in the books. Don't worry, he won't mind. :) The chandelier should hold some money, if not come back later. Finally you can check bookshelves for some nice information if you wish.

Then it's time to mess with Neville. Stand with your back against him so you'll get a clear view of him and when he starts to yawn, quickly turn your light at him to stun him and then it's time to vacuum. It isn't hard to vacuum this guy. If you want info on the pearls and strategies for catching ghosts check these parts. When he's in your Poltergust 3000 grab the key in the chest and go out into the corridor and head to the far left side of it. There is a room you should enter.

Master Bedroom 2F

Portrait Ghost: Yes, Lydia
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "I'm the yummy Boolicious!"
Boo's HP: 30

You'll find some nice stuff here as well. Check both the drawers for money and then aim your vacuum cleaner at the fan in the ceiling. Vacuum it for a long time and it'll drop some cash. Then it's time to catch a girl

ghost. Go to the right curtain and vacuum it at the same time as you move to the right and a cold breeze will hit Lydia. She'll be stunned and this is your chance to catch her. As with Neville, getting this one in one try shouldn't be too much of an effort. Then get the key and get out of the room. A short cut-scene will be shown and simply go into the room where the camera zoom in.

Nursery 2F

Portrait Ghost: Yes, Chauncey

Golden Mouse: No

Money Ghost: Yes, during the blackout

Number of ordinary ghosts: 0

Boo's comment: "I'm Turboo, and off I go!"

Boo's HP: 50

Here you can find a money ghost in the bed but not now come back when the black-out comes, don't worry, I'll remind you.

Check the drawer next to the door for a heart if you're low on health cause a boss fight is coming. Start by aiming your vacuum cleaner at the rocking horse, yes do take coins too. And vacuum til the baby will show up. He wanna play with you but it feels more like he wanna hurt you. Watch the teddy bears and his attacks as you try to vacuum the ball lying somewhere in the room, shoot it at the rascal by releasing R. Piece a cake? Now it's boss time. (Kinda cruel, really, beating up a baby)

Boss: Chaunsey

Chauncey don't like you. He thought that shooting a ball at his nose was reason enough to shrink you many sizes and place you to run around on his bed. Aiming for a gold frame shouldn't be too hard, though.

First he'll send a couple of rocking horses at you, avoid them by running the opposite way of which direction they're coming. Then he'll throw some balls at you. Watch their pattern and dodge them. vacuum the one that lies around and shoot it at him, time to start vacuum but he'll get loose. After this he'll bounce around the course.

He'll do the same again only faster and in the third attempt he'll send two rocking horses at the same time at you. Stand in the middle to avoid these. You probably catch him in the second attempt.

When he's safe in your Poltergust 3000 get the key from the chest and a cutscene with E. Gadd will

begin. You've finished the first area!

=====
4.3 Area 2
=====

Bathroom 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 2
Boo's comment: -
Boo's HP: -

To get here from the Foyer you must go into the big double doors on the first floor. Then go to the left, up the long corridor, then left again and take the last room on your left. In this corridor a Golden Mouse will show up from time to time. If you want his money you must catch him before you beat this area's boss. How to make him come forward? Check the "Golden Mouse location part". You can catch him when the big blackout comes as well.

Two White Grabbers will mess with you in the Bathroom. If they start holding on to you, tilt your control stick back and forth. If you find them annoying try keeping them on the same side. A short chat with the professor will follow, and then you can get the key by vacuuming it off a shelf. OK, off to the ball room to do some dancing. Go out of this room and go left through the corridor, then down and into the door on the right, your right.

Ball Room 1F

Portrait Ghost: Yes, The Floating Whirlindas
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "Allo, I am Boo la la!"
Boo's HP: 60

Some Shyguy Ghosts will dance here. They're busy dancing with each other so if you don't come to close they'll leave you alone. To beat these ghouls you must first vacuum their masks off their faces. Then stun them with your flashlight and then finally vacuum them up. Try doing two at the same time and you'll get recovery hearts. Watch their funny dance! :)

When you've beat them all a Portrait Ghost will show up, really two, but they count as one. Place yourself on the same rotating platform as them and then keep

your back against them. Once in a while the man will do some manoeuvre and his heart will show. Then it's your chance to vacuum. There is no obstacle so there shouldn't be any problem vacuuming these.

Check the chandeliers grab the key in the chest and go to the Storage Room, the room to the north.

Storage Room 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: Yes

Number of ordinary ghosts: 4

Boo's comment: "Just call me GameBoo!"

Boo's HP: 50

A Money ghost will be found here. Tap the first chair and it'll show up. Watch it, so another ghost won't attack you while you're vacuuming the rich fellow. Don't defeat the other ghosts first cause then you the light will go on and you'll be unable to catch the Money Ghost.

Got your treasure? Then defeat the other ghosts. First a Pink Ghost then a Red Grabber and then one of each. Then vacuum the ceiling lamp and the bucket for money.

Then, see the mirror, isn't there something reflected? Yes, it's a switch, press it... and the left wall will roll back. You'll see some strange hatch on the floor and a poster on the wall. Vacuum the poster to see another switch. Press that too and you'll release all Boos into the mansion. A short chat with E. Gadd will follow and he'll summon you to his lab.

Get your first Boos

You'll be returned to the Foyer after the short visit at E. Gadd's lab. Now it's time to catch some Boos. You need 5 of them to advance. Then you should head to the first floor's Washroom which is placed right next to the Bathroom. Visit at least five of the rooms you've already cleared that you've lit I mean, except the Foyer and the Bathroom. Watch the coloured dot on top of your GameBoy Horror.

Blue: There's no ghost in the room.

Blinking yellow: The faster it's blinking the closer you are a Boo.

Blinking red: You're standing next to a boo.

When the dot is blinking red, tap the A button or vacuum the place you're standing next to and one of three things might appear.

A ball: Ha, the Boo tricked you. Vacuum it up and then shoot it at the nearest wall to prevent it from disturbing your boo-hunt.

A bomb: Ha-ha, it tricked you. Run for it!

A boo: It will slap a comment in your face and then start going around the room. Vacuum it by moving Luigi with the left analogue stick and aiming his vacuum cleaner at the Boo with the right analogue stick, the C-stick.

Sometimes you'll here a laughter from the Boo. That means that it has changed its hiding spot. You'll also here this laughter when you've found a bomb or ball instead of a Boo. If you've hunted the Boo out into the corridor you'll have to go after it. If the corridor isn't lit you'll have a hard time catching the Boo and it willin either cases quickly try to get in to a room near-by. And one more thing, laughter is also heard if you've hunted the Boo out into the corridor and you don't get out there quick enough. Then it will fly into a room near-by and hide.

Washroom 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: -

Boo's HP: -

No danger involved here. Only a Toad and a key in here. Well, speak to the Toad and he'll mumble something about a something in the toilet. Might it be a key? He'll light the room for you and you might vacuum the toilet for a nice (probably dirty) key.

Check the lamp and the locker nextto the mirror for money. When you're ready to leave, head for the Foyer then go right and take the first door to Luigi's right.

Fortune-teller's room 1F

Portrait Ghost: Yes, later, Madame Clairvoya

Golden Mouse: Yes

Money Ghost: No

Number of ordinary ghosts: 0

Not much to do here yet, except catching a Golden Mouse. Zoom your Game Boy Horror on the floor behind the big chair and you should spot a big cheese. Search it and mouse will pop out. Give it a good whoppin', err... I mean vacuum it and collect its taxes. You can check the drawers for

money and you can speak with the portrait ghost but this room you cannot light yet. Go right for another room.

Mirror Room 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "Feel the wrath of Kung Boo!"
Boo's HP: 40

Oh, no! You're locked in, time to deal with some ghosts. They're not visible, only visible in the mirror so keep focused. Only Light Blue Grabbers in here. First a single one will attack you, then another one and then two at the same time. When this happens stun one of them so he'll disappear so you can concentrate on the other. The same thing will happen when those are defeated but with a small delay between the appearances.

Do the same thing here. The lights will go on when you've cleared the room. And a treasure chest will show up with a Fire Elemental Medal in it. Now you can if you vacuum a fire ghost turn your vacuum into a flame-thrower. Fire Ghosts are found in some candles and in pedestals that burn if you lure them out by vacuuming the object. One of those pedestals is in this room so go get a Fire Ghost.

Check the chandeliers and the drawer and then vacuum the fire pedestal to make a Fire Ghost come forward. Vacuum it and then spray fire on the candles using L to break the seal on the door.

And do get the Boo before you leave and then head back into the Fortune-teller's room. No, you cannot make this room lit now either, though you can light the candle-pedestals with your new flame-thrower. When all candles are lit a key will show up on top of another pedestal. Now I don't wanna write the word "pedestal" one more time in this FAQ. Well vacuum the key of the pede*tal and continue out to the corridor.

Time to go to the Laundry Room! Go left, all the way through the corridor and you'll come to this little room.

Laundry Room 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 4

Boo's comment: "Yow? Get down! I'm Boogie!"

Boo's HP: 40

Let's start with the ghosts. In this little room you will be attacked by one ghost at the time. First a Pink Ghost, then a Red Grabber, then a White Grabber and last but not least another Red Grabber. The room will be lit and a treasure chest with a great deal of money will show up. Watch the trap door to the north by the way.

Then go to the washing machine and tap it... What's this? It's Mario's hat. This item you have to give to the Fortune-teller. But it's no hurry, there is four more of "Mario's dropped items" in the mansion. When you've collected them all you can catch the Fortune-teller and light her room.

Check the cupboard, the bucket and the lamp in the ceiling for money. And then get the Boo(gie).

Butler's Room 1F

Portrait Ghost: Yes, Shivers

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "You found me, PeekaBoo!"

Boo's HP: 40

If you want to light this room you must lure the Butler in here. You don't have to go into this room when it isn't lit. It lies by the way south of the Laundry Room. You might have seen a floating candlestick moving back and forth through the north part of the corridor. Light it with your fire element (get fire from a candle west of the foyer doors). And you'll see that a Portrait Ghost is holding it. The butler ghost is afraid of fire so he'll flee into his room. Well just go there. He'll take the long way there by first going to the basement stairs and then turn around for his room. You go to his room and he'll get there in a while.

When you wait you can defeat some rats. When he comes in he will try to extinguish the candles by sitting on them. Strange fellow. While he's frying his ass you have the chance to vacuum him. There are some obstacles in this room so be careful not to be drawn around too much, try holding him on the same side all the way. The room will be lit when you're finished.

Check the cupboard in the top left corner and the lamp for money, check the bucket in the bottom left corner for a blue gem. A chest with a key will show up when you've lit the room and of course you'll find a Boo. The key goes to the Conservatory but you can go the Hidden Room first if you want some monkey, I mean money.

Hidden Room 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: Yes, during the blackout
Number of ordinary ghosts: 4
Boo's comment: "It's my own self, GumBoo!"
Boo's HP: 40

This room is completely optional, so don't get here if you don't want money. You have to get here from the Butler's Room. In the top right corner there's a mouse-hole. Zoom the hole with the Game Boy Horror and a teleport path will open. Go there and you'll be teleported (kinda) to a room with much money. It's even shimmering. First of all you can check the two vases and chandeliers and why not fill your vacuum cleaner with bats. You'll see some treasure chest positioned like this(below). The ghosts you'll find here are all Ice Elemental Ghosts. Defeat them by first spraying fire at them so they lose their ice icons and then stun and vacuum them normally. You don't have to spray fire at them until they disappear completely. I thought so at first... Here goes a simple ASCII.

```
Ghost|_|      |_|Money
      |_|      |_|      |_|Empty now, but a Money
Ghost|_|      |_|      |_|Ghost during the blackout
      Ghost
Money|_|      |_|Ghost
```

When you've defeated all the ghosts a treasure chest with lots of money and three gems will show up. Of course a Boo will be hidden in here. To get back when you're ready to move on, either search the mouse hole you come from or search the mirror on the wall that's nearest to the screen.

Conservatory 1F

Portrait Ghost: Yes, Melody Pianissima
Golden Mouse: No
Money Ghost: Yes, during the blackout
Number of ordinary ghosts: 0
Boo's comment: "Wherfore am I Boomeo?"
Boo's HP: 40

Time to play some music. Head to the room where the Butler was guarding. Not too complicated actually. Check the locker by the piano first and the lamp in the ceiling. Then it's time to hunt the Portrait Ghost who is Melody this time, the Butler's secret love. Tap every instrument; the harp, the saxophone, the three drums, the double bass and the xylophone. Oh, and remember to be nostalgic. Ahhhh... OK, I'm ready. Go to the piano and Melody will show up. She'll chat with you and then play a melody,

either the water theme from Super Mario Bros. for NES or the (what do you say) course music from Super Mario Bros. 3. If it's the water theme she'll give you the following three alternatives.

Water <--

Sky

Er, I don't know

If she asks you about the Super Mario Bros. 3

Mario Bros.

Super Mario World

Super Mario Bros. 3 <--

Give her the wrong answer and she'll be a little grumpy and then ask you to leave and be ashamed of yourself. Go out of the room and in again and try again. answer right and you'll have to battle her music-sheets. Vacuum all of them and you have the chance to vacuum her. Like for the butler keep her in the same place of the room.

Get the Boo afterwards and if you wish play the instruments. And the key of course, which goes to the dining room down the corridor to the left.

Dining Room 1F

Portrait Ghost: Yes, Mr. Luggs

Golden Mouse: Yes

Money Ghost: Yes

Number of ordinary ghosts: 0

Boo's comment: "The name's Boodacious! Got it?"

Boo's HP: 80

You can find both a Money Ghost and a Golden Mouse in this room but the Portrait Ghost is optional so you don't have to light this room to advance in the game. Under the chair that is closest to the entrance of this room lies a cheese. Search with your Game Boy Horror and a Golden Mouse will appear. Vacuum it and get lots of money. In the left-most cupboard a Money Ghost lies to rest. Open it and vacuum him. The right-most cupboard holds money from time to time.

Time to get a hungry Portrait Ghost. I'd recommend to vacuum off the tablecloth first so it won't disturb you later. Get a Fire Ghost from a fire pedestal in the room and then light the candles on the table. The ghost will then show himself and his big caramel custard. Start vacuuming his custard and small blue Waiter Ghosts will show up to give him more. There are two of these and one of them comes from the right and the other from the left. They disappear very easily so stun them when they're right next to you. When you've vacuumed them both vacuum the rest of the ghost's food. When everything is gone, he'll be very upset and he'll start shooting fire at you. These little slow plumps of fire are very easy to avoid so just wait until he's tired and then vacuum

him. Personally I think he can be a little hard to vacuum,
but stay alert and you'll make it in no time at all.

When you've lit the room, get a chest with lots of
money and the Boo you should also get but he's not in
the chest.

Kitchen 1F

Portrait Ghost: No
Golden Mouse: Yes
Money Ghost: Yes
Number of ordinary ghosts: 1
Boo's comment: "Boy howdy, I'm Booligan!"
Boo's HP: 80

In this room there's a Golden Mouse, but no cheese
which means that he shows up randomly as you enter
the room. Just go in and out of the room until he
appears out of the wall. This may take a while but
don't give up.

There's a Money Ghost in here to. He's in the left oven.
And then there's just one ghost left. He's in the
refrigerator and then of course an Ice Elemental Ghost
so come in here with a fire element. DON'T open the
refrigerator the old-fashioned style because it will
hurt you. Vacuum it open from the left.

When the ghost is defeated a chest with the Water
Elemental Medal will show up. Now you can water stuff
with your vacuum cleaner. And you can extinguish fires.
Lure Water Ghosts from sinks, toilets and such likes.
Also get the Boo in here and check the cupboards and
the lamps. Remember to open the right oven and spray the
stove with fire to receive a red gem. (Thank you Luigi
Kong for telling me about this)

Then extinguish the fire on the door with your water
element and go on to the Bone Yard.

Bone Yard 1F

Portrait Ghost: Yes, Spooky
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 1
Boo's comment: -
Boo's HP: -

Let's go outside fer a moment. You can start by watering
the plant until it grows. A water pump is positioned
next to the plant which holds Water Ghosts. If you don't
water the plant before you defeat the second boss you won't
get the gold diamond later in the game and that's worth
20 million.

If you check the sign you will read that a "Mister Bones" is buried here, he wants it quite around his grave. Let's wake him shall we? A Portrait Ghost is located near the dog house in the shape of a dog. Wake this fellow by shining your flashlight at him. He'll then start "playing" with you, he'll attack you. Either let him do that and Mr. Bones will show up or avoid his attacks three times. Mr. Bones will throw bones at you and he's rather sensitive when it comes to light. Stun him when you're very close to him and then vacuum him.

When he's defeated he'll drop a bone and the dog will come and chew on it. Now's your chance to grab the ghost.

When he's defeated you can go on to the room where you find the boss, but wouldn't it be great to get some other stuff first?

Things to do before the boss

Some stuff you might have missed or I haven't really mentioned you should take before the boss.

First of all you should get the Golden Mouse in the first floor's corridor. After the bossfight this corridor will be lit and the mouse won't show his face there. The mouse will randomly appear from the wall nearest to the screen and it will run up the main corridor. Just go back and forth into another room and the spot where the mouse should show up. This may take a while. If you don't want to catch him he'll be here during the blackout. Check the "Golden Mouse Locations" part for detailed info and an ASCII map.

Then you should go water some plants in the mansion with your new water element. You can find them in the Master Bedroom behind the bed and on the balcony next to the Wardrobe Room. Both rooms are located on the second floor and are reached from the Foyer.

Remember to water the plant in the Bone Yard.

And if you want a Money Ghost you can take a quick visit in the basement. Go to the left from the Foyer and you should come by a door and then some stairs. Take the upper door and when you come in tap the table to the left and a Money Ghost will show up. Then check the lamp and leave the room. You can't light it.

Grave Yard 1F

Portrait Ghost: Yes, Bogmire
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 3

Boo's comment: -

Boo's HP: -

When you're ready head to the Bone Yard and search the dog house for a teleport to the grave yard. Use your Game Boy Horror. Then you'll be in a sad grave yard. Do they keep grave yards right next to a mansion? Sounds spooky. Check the drain pipe for a red gem. Then you can go get some Mr. Bones. Three of them will appear if you tap the tombstone without a bat on top between those with bat on tops. They will throw bones at you and disappear quickly if you flash a light stream at them. Surprise them and when you have one on the hook watch the other(s) when they throw bones so you won't get hit yourself. Refill lost energy before you meet the boss by tapping other tombstones. Go to the grave on top of the small hill and Bogmire will appear.

Boss: Bogmire

He'll then transport you to a spooky circular place. First a small black blob and a big black blob together with purple Bogmire will appear. Ignore the small one, he won't do Bogmire much damage. Go instead for the big one. Vacuum him by standing next to him and using your Poltergust downwards. When you've got him on your mouthpiece go to Bogmire and shoot him. Remember that Bogmire disappears all the time so time your shot right and aim carefully. If you hit him with a big blob a big jelly mass will surround him, if you hit him with a small a small mass will surround him. You can vacuum him in this state and you can hang on longer if the jelly mass is larger.

When you drop him he'll summon many more blobs so if you aim for a golden frame clear the area before you attack him because then these blobs won't disturb you while you're vacuuming Bogmire. Repeat the process one or two times more and he should be in your Poltergust. If you see your going into a blob while vacuumin him release R.

You've cleared Area 2, congrats!

=====

4.4 Area 3

=====

Courtyard and Bottom of the Well 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 5

Boo's comment: -

Boo's HP: -

As you may see the 1F floor corridor is now lit and no ghost will appear here. Remember to go water the plant outside in the boneyard again, reached from the Kitchen. You can do it anytime during the third area. The plant is supposed to be a flower when you water it this time.

Then head for the sealed door in the top-left corner in the corridor. Now you'll be in the mansion's courtyard. Here you can find a fountain, some plants, trees, statues and of course ghosts. At first when you come in you'll see a big statue which always holds a big heart (50 HP). (Unless you're playing the NTSC version.)

Some pink blobs will be in here. Vacuum them and they will disappear at last. A big fountain which holds Water Ghosts is surrounded by four plants. Water them all for money, gems and hearts. Follow the trail to the right and you'll be surprised by a White Ghost that drops down on you from a tree branch. You'll come across three more White Ghosts... except they're purple that will drop down from tree branches. Defeat them all and a treasure chest with lots o' money will show up.

Go down the well to be able to advance. Then go right and a cut-scene with Mario inside a painting will follow. That's terrible! ...isn't it? Because the area is sealed of it's just to go back. A White Ghost will meet you. Defeat it for a key that's for the door in the right-most area of the Courtyard.

Go up to the Courtyard and go to the right, remember to pick up Mario's letter in the nesting box. This is one of Mario's dropped items and you can show this to the Fortune-teller if you wish. Inside the hut which you should open by vacuuming it from the left is a Toad. So save and go on to the next room.

Rec. Room 1F

Portrait Ghost: Yes, Biff Atlas
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "It is I, fair Booregard!"
Boo's HP: 100

This room is optional so you can pass right through it if you wish, but what's the fun in that?

Before you go picking a fight with the body-building Portrait Ghost you should pick up the Money Ghost. He's hiding on an exercise machine in the top right corner so go there and tap it and vacuum this greedy fellow. Check the drawer and the lamps for money and stuff. Run on the left-most exercise machine and you'll get a key after a while. This key goes to the door that connects this area with the rest of the first floor. A short-cut.

Time to pick a fight with muscle-brain. You see the three punch bags next to him? Press A at one of them and Luigi will punch it. Try punching so it hits the ghost. Remember that it flies back at Luigi when he's punched it. Biff Atlas will be angry and start punching at you. Place your self behind a punchbag and do the same thing two more times and he'll be knocked down and you can vacuum him. If you fail to take him in one try it's just to knock him ones when you try again. He's rather hard to get in one try. Remember that he's pretty powerful when he hits you.

Now it's lit so get the treasure chest with lots of money and then the Boo.

Tea Room 2F

Portrait Ghost: No
Golden Mouse: Yes, 2
Money Ghost: No
Number of ordinary ghosts: 2
Boo's comment: "Jingle, jangle, Mr. Boojangles!"
Boo's HP: 50

First get water element, either from the sink a toilet or the fountain. Then go up the stairs to 2F from just outside the Rec room(in the top right corner of the first floor). Check the lamp for money and then extinguish the fire outside the nearest door. In here you'll find two Golden Mouse. One cheese and one random. To get the random mouse just go in and out of the room until you here a familiar sound and a little shining mouse will come running next to your feet.

To get the other one be careful not to defeat both of the two white grabbers that are in here. Defeat one of them, that's cool. But not both. To vacuum the tablecloth might be a good idea. And before you go looking for the cheese, vacuum all the plates that come flying at you. Two on each cupboard. If you don't vacuum them they'll just come back and sooner or later you'll be hit. Check the cupboards for gems also. At least one of them. When you're ready and you have one ghost left to defeat go to the upper-left corner and search the floor with your Game Boy Horror. A cheese should be lying around. Search it and a second mouse will be yours, if you catch it. You can also check the chandelier for money.

When you've got both mice defeat the last White Grabber and the room will be lit at the same time as a big white chest will appear on the left table. Go to the right corner of the room and go on the converter which will enable you to walk in the ceiling, then go on the converter in the ceiling to get down on the table next to the treasure chest. Open the chest and take the Ice Elemental Medal. This handy little thing will enable

you to shoot ice out of your Poltergust 3000. Get Ice Ghosts from the ice bucket near-by or the refrigerator in the kitchen. You are permitted to leave the room. :)

Bathroom 2F

Portrait Ghost: Yes, Miss Petunia

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: -

Boo's HP: -

Get here by walking into the door from the left when you leave the Tea Room and the continue through the second floor corridor to the left. The Bathroom is the last door on the left. Remember to bring ice element. The only thing you can find here is a Portrait Ghost named Petunia. She's taking a bath. To get her you must first draw away the curtain with your vacuum cleaner and then spray ice on her bathtub. She might attack you with water if you don't spray ice right away. Then she will sneeze and you can start vacuuming her. When you've cleared the relative easy vacuuming it's time to get the pearls as usual, only this time there's some behind the bath and it's a little tricky to get them. You must suck them up so you hear them tingle then aim your vacuum cleaner up so the pearls follow. After you've defeated Petunia you'll get a treasure chest with a key. This goes to one of the two rooms on the first floor that you haven't discovered. There's no hurry getting there.

Washroom 2F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 1

Boo's comment: -

Boo's HP: -

Next to the bathroom lies the Washroom, this area is optional so you don't have to go here. When you touch or vacuum the toilet a Fire Elemental Ghost will show up. You must make it "defeatable" with water element. You can vacuum the watercontainer above the toilet for a water ghost or get it from another room. When the ghost's defeated a chest will appear with lots of money. The lamp may give you some money.

Nana's Room 2F

Portrait Ghost: Yes, Nana

Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "Sinky, stinky, LimBooger!"
Boo's HP: 100

A Money Ghost is in here. He hides under the right-most chair. If you feel like reading about Nana playing tricks on Petunia go to the book shelf and press A. This is of course a tip on how to defeat Petunia. Money can be found in the drawer to the right and the lamp. Now it's time to teach Nana not to bully others.

A basket of yarn lies next Nana. Tap it and the three balls of yarn will fall to the floor. Vacuum one so it gets stuck on your mouthpiece then try to shoot it at Nana who will be going around in circles. Then do the same with the next ball of yarn and Nana will shoot laser beams at you from her eyes. Cool! When you've hit her with that, take up the last one and Nana will go around in circles as she shoots laser beams. You can vacuum her after three hits. If you fail to vacuum her in one try you won't have to shoot any more yarn balls at her, it's just to vacuum her again. Try keeping her in the same side of the room.

If you miss any ball she'll disappear and you must go in to the room again. When you've defeated the old granny a key to the Twin's room will show up in a treasure chest. The Twin's Room's door is the one door you couldn't unlock in Area 1. Well, remember the Boo.

Astral Hall 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 7
Boo's comment: "I'm Booswoggle, Ploosha!"
Boo's HP: 100

I might add that the main objective in Area 3 is collecting Mario's dropped items. So if you haven't got Mario's letter or Mario's hat you better get them. Mario's hat may be found in the Laundry Room in a laundry machine. This room is located in the bottom left corner of the 1F (well almost). The letter is found in a nesting-box in the top-most area on the first floor. Time to collect his star and that, may I say, is an indeed odd procedure.

From the Tea Room the 1F/2F stairs near the Tea Room, go left through the corridor, continue down and take the first door on your right, Luigi's left. Remember to bring fire, you can get it from the candle on the 2F corridor where there's a lot of

mice.

Check the drawers and chandelier for money to begin with and then it's time for some ghost hunting. Light the five candle-pedestals with your fire and then place yourself in the middle of the pentagram. I thought Nintendo only made nice and friendly stars, they also make evil pentagrams. A cut-scene will follow where the candles will turn purple, spooky!

And now you'll be attacked by some ghosts. First up are one Orange Ghost and one Shyguy Ghost. Vacuum the Orange first. He's easy and watch the other's spear. When they're defeated two more will come forward and last but not least a White Grabber and two Shyguy Ghosts. I'd recommend to get the Grabber first.

Then get the Boo who might hide in a candle pedestal and then go right to a really mysterious room.

Remember that if you try to get into the next room without lighting the candles and defeating the ghosts, you will only be transported to the entrance of Astral Hall. Spooky!

Observatory 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: -
Boo's HP: -

I won't freak out, but it's strange. First go get money from the drawer and chandelier. Then go stand by the telescope and press A. The camera will scroll in the space and zoom in on the moon. This is your only clue.

By some mysterious force most of the walls and the roof will disappear and you can go stand on a bridge to the right. Then start your vacuum cleaner and vacuum the small, yellow meteorites that comes falling, then try to aim at the moon when spitting it out. Can't give you much help here, if it goes too much to the right, aim a little to the left and vice versa. When you've hit the moon it will explode, sure is a powerful vacuum cleaner, and a bridge will appear.

Go out on the bridge and you'll be on the very small moon where Mario's star is.

Let's sum this up. Luigi watches the moon

and then meteorites start falling him. He sucks one up and shoots it at the moon. The moon explodes and Luigi walks out to the moon on a bridge that comes from nowhere and collects a star. Does this sound strange to anyone else? Nintendo sure's got a lot of imagination.

Don't try this at home kids! :D

Billiards Room 1F

Portrait Ghost: Yes, Slim Bankshot
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "Sniff... I'm Boohoo!"
Boo's HP: 50

This room is on the first floor, next to the Bathroom.

This room is optional so you can continue on to the room to the right if you wanna get the glove right away. But there're both a Money Ghost and a Portrait Ghost in here so I'd be ashamed to miss it.

The money ghost is in the bottom-right corner on a chair. Check the drawers on the left side for money and the fan in the roof also gives you some cash. Vacuum it a long time and soon it will rain money.

The portrait ghost plays pool and he keeps on shooting away his billiard balls. And they just come back after they've bounced around the room for a while. Your task is to shoot three of the balls at him and then vacuum him. Use your vacuum cleaner to get the balls on your mouthpiece and then shoot them at the floating stick and you'll hit the ghost. After vacuuming him get a lot of money from a chest.

Projection Room 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 7
Boo's comment: "Fresh, clean... ShamBoo!"
Boo's HP: 50

A battle room, one might say! Check the cupboard on the left and the lamps in the ceiling for money.

Then go to the projector and press A. Go to the white screen and keep focused. The ghosts that will attack you are invisible and only their shadows will be seen on the screen. You will notice that a small dust cloud will appear where the ghosts show up. All ghosts in here are Purple Grabbers, sneaky bastards.

First only one will attack you, when defeated another one, then two more. Stun the first one so it disappears and vacuum the other one. When both are defeated three will appear. Stun the first two ghosts and then defeat the third one. Then stun the first one to show up and defeat the second one. When all seven are defeated get Mario's glove from the chest and head to the Foyer and then the Twin's Room for the last one of Mario's Dropped Items.

Twin's Room 2F

Portrait Ghost: Yes, Henry and Orville

Golden Mouse: No

Money Ghost: Yes

Number of ordinary ghosts: 0

Boo's comment: "Call me Booris, und be avraid!"

Boo's HP: 100

From the Foyer go up the stairs and into the hallway on the left. Get to the Twin's Room by taking the first door on Luigi's left. Check the drawer first, the one next to the door for money, money can also be found in the lamp if you're lucky. There's a Money Ghost in the bunk bed at the top. Either go to the side of the bed and tap it or my favourite; climb the bed and then vacuum it from above, you'll directly stun the Money Ghost and vacuum him and all the money will stay right at you.

Then it's time for another Portrait Ghost. Take your vacuum cleaner and aim it at one of the choppers in the circular thing in the ceiling. Then go around with Luigi in a circular motion so the thing spins around. The twins will show up in a short while. They want to play with you, hide and seek. Go out of the room, even though they're ghost they need to hide. They'll send you into the room again and you'll see five packages. In two of them the twins are hiding. If you choose wrong you must repeat the whole process. To see which packages that holds the twins you must vacuum the packages or spray elements. Those that holds the twins shake when you vacuum them so open these with A and a battle will begin. The blue twin will drive a car around the room and the red one will drive a plane and drop bombs. Watch his red shadow. I'd recommend to take the blue ghost first because it's much harder to catch the red ghost when the blue one is going around on the ground. Note that the blue twin does not drop any pearls so

you can drop him many times and get a gold frame.

To get a twin in the vacuum cleaner vacuum its vehicle until they fall off it and you can start vacuuming the ghost. When you try to catch the blue ghost watch the red ones shadow carefully. Then just take the red one, it shouldn't be much problem.

Then get Mario's shoe from the chest and a Boo(ris) will show up. Be avraid people, Mwahahaha!

Fortune-teller's Room 1F

Portrait Ghost: Yes, Madame Clairvoya

Golden Mouse: Yes

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "Hi, I'm Luigi! I mean, Booligi!"

Boo's HP: 40

You've been here before. If you haven't taken the Golden Mouse in here, do it. The cheese is behind the Fortune-teller's chair. Aim your flashlight at the crystal ball for a while and the Fortune-Teller will show up. Get Mario's last item(s) examined by her and after she has examined the last item she'll allow you to vacuum her. Strange that she struggles to get free and she screams and throws poisounes mushrooms at you. Then get the key that will let you advance in the game. Onwards to the thrid floor. Kind of the attic.

Safari Room 3F

Portrait Ghost: No

Golden Mouse: Yes

Money Ghost: No

Number of ordinary ghosts: 5

Boo's comment: "Little Boo Peep lost sheep!"

Boo's HP: 100

The last stop before the third area's boss. This is on the third floor. To get here first aim for the Tea Room, second floor and get the ice element. Then go out into the 2F corridor and go left, then down, then right and up the stairs. In this 2F corridor a Golden Mouse is hiding, it might be a good idea to catch it now. It will randomly show up and run up the corridor on the way to the third floor. It's triggered when you walk past the vase right after the long corridor that's vertical. Check the "Golden Mouse Locations" part for detailed info and an ASCII map. He's also available during the blackout if you miss him here.

Well go up the stairs to 3F and into the door on Luigi's left, not right, that's a trap. In this room of death

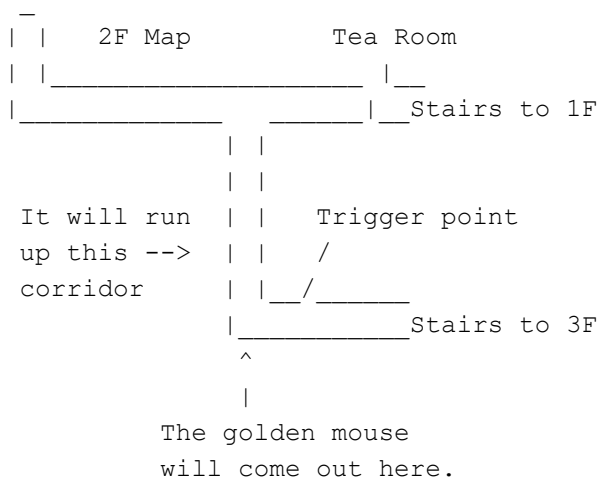
you can find another Golden Mouse. The cheese is near the big chair. The lamps may hold money and the chest near the chair always holds a big heart. Vacuum all the boxes, not crates and a Water Elemental Ghost will attack you. remember, only vacuum it until the element in it disappears. Then it's like an ordinary ghost. After it's defeated another one will appear. Do the same and after that one Water Elemental Ghost, it's followed by two banana ghosts. First get rid of the Water Elemental Ghosts element so you can stun him like the others. Then try to defeat them all and vacuum the bananshells so you won't trip. This may be a little frustrating. Why not go into a corner and be a chicken. After the battles grab the key leading to the boss.

Things to do before the boss

Not much really and nothing I haven't written before but let's go through it either way.

Remember to water the plant in the Bone yard a second time after you've beat the second boss and if you haven't watered the plants on the little balcony outside the Wardrobe Room and the plant in the Master Bedroom do that.

The Money Ghost in the Breaker Room in the basement is something you should also get. And there's a golden mouse in the 2F corridor. It will randomly show up and run up the corridor on the way to the third floor. It's triggered when you walk past the vase right after the long corridor that's vertical. Catch the mouse by keep going in to a room and then out to the corridor and pass the trigger point. It's very important to pass the trigger point. I'll show it on a totally useless ASCII picture.



That was probably a little too much.

There are lots of plants at the balcony where the third boss is. You're heading there. Bring water if you feel like it. You need at least 20 Boos to go to the balcony so collect enough first. Just revisit your lit rooms.

Balcony 3F

Portrait Ghost: Yes, Boolossus

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: -

Boo's HP: -

Boss time! Go to the Safari Room and then out to the hallway and then up to the Balcony. You'll be able to unlock the door if you have caught at least 20 Boos. Don't touch the other doors in this hallway. They're either locked or traps.

Out here you can water some plants along the walls or do it later. Check the statues for hearts. In the middle of this room you'll find 15 Boos dancing in a ring. If you go to them you'll get into the boss fight. If you're ready just do it and they'll chat with you and give you a "scare". Then the battle will begin.

Boss: Boolossus

The 15 Boos have now transformed into one big Boo and the battle takes place on the balcony and the unicorn statues are now frozen and form your only weapon. (Too much "and" there, wasn't it?)

The huge Boolossus will start attack you by jumping after you, so run quickly to either the left or the right and place yourself in front of one of the unicorns and then when the Boo comes to hit you, move out of the way and it should shatter. Don't let this fellow bounce at you, if you see it coming at your head change direction.

When it's shattered all the 15 Boos will fly around. Now it's up to you to defeat all 15 ones. Near the unicorn statues ice ghosts should be flying around. Vacuum one of these and then try to freeze the ghosts with L. And when they're frozen you can vacuum them. When there're plenty of them they'll just hover and laugh at you, becoming easy targets. But the fewer they are the more dangerous it is. They'll keep moving around and as soon as you don't spray ice they will attack and that's annoying. If you spray they'll flee. When there's one or two left it's kind of hard and then you gotta use the shoot function. Press the L until it clicks and do this numerous of times. Keep yourself in the lower part of the screen, because then when it's one, two or three left you'll see them in front of you. Note that as soon as you vacuum a frozen ghost your ice element will be refilled.

They change back into the big form now and then and then it's up to you to make it hit a unicorn horn again. It will be smaller the fewer of the Boos that's in it. The smaller it is the faster it will be, but you can also hold it in your vacuum beam if it's smaller. If you hold it in your beam you can steer it on a unicorn horn.

Some pointers for getting A rank. You'll need to clear the boss with 90 HP left or more. Don't vacuum Boolossus when he's too large, run around instead. Keep shooting ice at the the small ones so you won't get too near and in this way you'll avoid attacks. Especially when there's only one Boo left.

When the last Boo is vacuumed you'll win the battle, get the key and clear the area. Congratulation!

=====
4.5 Area 4
=====

The big bad blackout

In the beginning of this last area a rather odd incident's gonna happen. Go up to the Balcony where you beat Boolossus. Here you should go to the left-most part and try to unlock the door. Then a cut-scene will start and the house will be struck by lightning and all lights will go out. It's the blackout! Now there will be ghosts in all the rooms you've visited except the Foyer, the Graveyard and the Observatory.

But before you go on a voyage of discovery open the door you just unlocked and go into the corridor. Then there's only one open door and that one's down the corridor to your right.

This is the Telephone Room. I'll give you a detailed room description after the blackout part. In this room you'll find three telephones, only the one in the middle will ring first. Answer it by standing in front of it. Toad's in the other line and he'll tell you about the blackout and that you have to go down into the basement and press a breaker switch. The Toads don't like the dark so they have all fled from the mansion during the blackout so you can't save. When you answer this call you can choose to introduce yourself as Bowser. If you do that Toad will hang up on you and call the phone to the left. In that phone Luigi will give Toad his real name and he will tell you the exact same message as in the phone in the middle.

When you've spoken to Toad the phone to the right will ring and here you'll hear from E. Gadd. He says you should find Uncle Grimly, a Portrait Ghost which is only available during this blackout but you actually have to take him because he holds the key to the Breaker Room in the basement. This room was unlocked before the blackout but not know... something fishy is going on. E. Gadd also says that he prefers rooms with mirrors. The goal is..... the Wardrobe Room. It's one of the first rooms you visit.

From the Foyer, on the second floor, through the double and through two more rooms.

But you can actually get some other things in the mansion. How about some Money Ghosts you couldn't take before? And also Money ghosts and Golden Mice you might have missed. Check the parts for Money Ghosts and Golden Mice for locations. Down below I will describe where the new Money Ghosts are. This might not be 100% correct but I've really searched through every room during the blackout so I don't think I've missed one. I will also describe which ghosts that are in every room.

The rooms where you'll find new Money Ghosts are the following. In the Conservatory, on the chair where Melody sat, a Money Ghost will show up if you shake it. The Conservatory is the room full of instruments on the first floor.

In the Hidden Room on the first floor, a Money Ghost is hiding in the right-most chest. The Hidden Room is reached by searching the mouse-hole with the Game Boy Horror in the Butler's Room. The Butler's Room is the bottom-left room on the first floor.

The last one is in the Nursery on the second floor. It's on the bed. The Nursery is reached from the Foyer if you go right. Here you met the first boss, Chauncey.

In almost every room you've visited there are ghosts. All the ghosts that's in the room will show up at once and not in turns as usual. Down below I describe every room in order of appearance from the Telephone Room. Big Note! You don't have to visit all rooms. You can go directly to the Wardrobe Room if you like. But it's good to pick up Money Ghosts and Golden Mice that you missed. The notes next to the names of the room are shortenings. Money Ghost is shortened MG, a Money Ghost could not have taken before is New MG and Golden Mouse is GM. For detailed info check the parts for the little things. And in the room where you'll find Elemental Ghosts you'll also find the elements which defeat them.

Telephone Room 3F
1 orange, 1 pink and 1 blue.

Balcony 3F
2 orange, 2 pink and 2 blue.

Safari Room 3F GM
2 orange and 2 white grabbers.

Astral Hall 2F
6 shyguys (the candles in here are lit and cannot be put out)

Observatory 2F
None

Washroom 2F
2 fire elemental

Bathroom 2F
2 blue

Nana's Room 2F MG

5 pink

Tea Room 2F GM x 2

1 water elemental

Rec. Room 1F MG

3 blue and 2 white grabbers

Courtyards 1F

Some purple blobs

Bottom of the well 1F

None

Bathroom 1F

3 fire elemental

Washroom 1F

1 red grabber

Billiards Room 1F MG

3 orange and 3 white grabbers

Projection Room 1F

4 purple grabbers

Conservatory 1F New MG

3 orange and 1 pink

Dining Room 1F MG, GM

1 orange and 1 banana

Kitchen 1F MG, GM

1 orange and 2 pink

Boneyard 1F

3 fire elemental

Graveyard 1F

None

Bal Room 1F

4 shyguys

Storage Room 1F MG

2 pink and 2 white grabbers

Laundry Room 1F

3 banana

Butler's Room 1F

2 orange and 2 ice elemental

Hidden Room 1F New MG

2 blue and 1 white grabber

Fortune-teller's Room 1F GM

2 pink and 1 blue

Mirror Room 1F
4 light blue grabbers

Foyer 1F/2F
None

Study 2F MG, GM
1 red grabber

Twin's Room 2F MG
2 white grabbers and 2 shyguys

Nursery 2F New MG
2 orange, 1 pink and 1 blue

Master Bedroom 2F
2 orange, 3 red grabbers

Parlor 2F
5 orange

Anteroom 2F
4 orange and 1 pink

Wardrobe Room 2F MG
2 orange (out on the balcony)

There are also two random Golden Mice that appears (if you haven't caught them already) out in the 1F corridor and the 2F corridor. Well when you don't want to run around anymore go to the Wardrobe Room and catch Uncle Grimmly. The Wardrobe Room is reached from the Foyer. Go up the small stairs and open the double doors. Then go through the Parlor and the Anteroom and you'll be in the Wardrobe Room. Uncle Grimmly will stand near the mirror. Stay with your back against him and when he raises his arms and says BOOOOOOOO! turn around and start vacuuming. He's easy to catch in one try. He'll leave a key that goes to the Breaker Room in the basement. To reach the basement stairs go out into the 1F corridor from the Foyer and go right until you hit a door. Beyond that lies the basement.

Breaker Room BF

Portrait Ghost: No
Golden Mouse: No
Money Ghost: Yes, but go here earlier
Number of ordinary ghosts: 0
Boo's comment: "I'm Boo B. Hatch! I'm nuts!"
Boo's HP: 200

Go here when you've got the key from Uncle Grimmly and done everything you want to do during the blackout. You should've taken the Money Ghost earlier than the blackout. It doesn't seem like it's

possible to take it during the blackout.

In here it's really just to stand near the breaker and Luigi will turn it on and light will be restored to the basement and also to this room. You can now catch the Boo in here and all the Toads will be back on their original positions.

Cellar BF

Portrait Ghost: No
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 2
Boo's comment: "It is I, fair Booripedes."
Boo's HP: 100

Just when you come in to this dusty dungeon you'll have a Money Ghost in the crate to the left. Remember to aim high when you've shaken the crate so you'll get a hit right away.

You find two barrels in the room, each of them holds a Pink Ghost. You'll see big piles of dust on the floor as well. Those you must vacuum. Under the rightmost pile of dust you'll find a converter so you can walk in the ceiling. There're two converters back to the floor. Both of the doors have one above. When the two ghosts are defeated the room will light up and you'll get a key to the room next to the Telephone Room on the 3F, the Clockwork Room.

When you've checked the lamp and all of the floors on the two shelves and caught the Boo you're ready to move on. By the way the Boos in the Celler and Breaker Room often flees out into the corridor in the basement and then in to the locked rooms. Just wait until you're able to open those rooms and get the Boos then.

Telephone Room 3F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 2
Boo's comment: "Boomerang, coming at you!"
Boo's HP: 300

This room is optional. Three chests you'll find in here. The one in the middle holds a Mr. Bones and then there's two in the bottom right corner. One of them holds another Mr. Bones and the other holds money. After you've defeated both of the Bones the room will light up and you'll receive money from a chest.

Then check the two cupboards and the lamps for money.

Start to vacuum Boomerang's heavy 300 HP.

Clockwork Room 3F

Portrait Ghost: Yes, The Toy Platoon

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "Time for the for the six o' clock Boos!"

Boo's HP: 300

Before you go picking fights with G.I. Joe and his fellow soldiers you better check the lamps for money. Go to the marionette dolls that hang in each side of the room.

Vacuum the place where they hang from and you might get money or something.

Then you'll see three clocks spread out through the room. Go and press A at all on them so they start playin and you'll be attacked by Portrait Ghosts, The Toy Platoon. They will shoot their toy guns at you and it stings. Lucky you, you don't have to vacuum all three at once because it's only the one in the middle, the blue one that gives your pearls. So be sure to vacuum the green and pink first. You can drop them how many times you want but you have to be more focused when you're gonna capture the blue one. They all count as one Portrait Ghost.

Then catch the Boo. You'll notice that a door opened in the house which the blue soldier guarded. If you go there you will be elevated to the roof.

Roof

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 8

Boo's comment: -

Boo's HP: -

You're on the roof of the friggin' mansion! Up here you'll find a campfire where dancing Shyguys're placed lots of pillars and two chimneys.

Go to the camp fire and start messing with the Shyguys. When they're defeated two Ice Elemental Ghosts will show up. Defeat them with fire from the camp fire. After that a chest will show up on the left chimney. Go get it by climbing the ladder leading to it. In it, there lies a key to the Armory, a room left to the Telephone Room. That Room is not optional.

The right chimney is hollow so it's just to fall down it. If you do you'll fall down to the Sealed Room, a great treasure chamber. That room however is completely optional

so if you don't care about things like that
press "Page Down" until you reach the fourth room from here.

Sealed Room 2F

Portrait Ghost: No
Golden Mouse: Yes
Money Ghost: Yes
Number of ordinary ghosts: 4
Boo's comment: -
Boo's HP: -

This room's completely optional and you reach it from the right chimney on the Roof. It's a treasure chamber and down below is an ASCII so you'll see what's in the chests. remember to beat the Money Ghost before you try to beat the other ghosts. A Golden Mouse is also located here. But it's extremely annoying to get it. It shows up randomly as you drop down the chimney. So if it don't show the first time you must vacuum the sheet of the mirror and warp to the entrance, go to the Roof and fall down again, if it don't work then either, you must do it again, and again, and again.

Map of the Sealed Room 2F

```
Entrance|Money|Ghost  Mirror
  Vase|_ \_ \ __ \__ _| _|Vase
  Money|_|  |__| |__| _ |_|Money
                | |
                Money|_| _|Vase
                |_|Money
  Money|_| |__|_|_| |__| |Vase
                | \      \
                Table Money  Money Ghost <-----
```

When you've defeated all the ghost the room will be lit and a treasure chest will show up with a key to another optional room; The Sitting Room on the 2F. When you want to leave, vacuum the sheet off the mirror and teleport to the Foyer.

Sitting Room 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 7
Boo's comment: "I am Boolivia! I hate you!"
Boo's HP: 100

Optional, optional. First get fire elemental from the candle and use it to light the candles on the wall. When that's done 5 Orange Ghosts will attack you and two Fire Elemental Ghosts, so quickly get water elemental from the bowl

and defeat them all. The room will light up.

Get the Boo and refill your water elemental because you'll need it in the room to the right. Remember to water the plant.

Guest Room 2F

Portrait Ghost: Yes, Sue Pea
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "I am the lovely Boonita!"
Boo's HP: 100

This room is upsidedown. It looks kind of strange because a girl is lying in the bed but the bed is in the ceiling. She's a Portrait Ghost named Sue Pea. First she's a little threatening. And your job is now to spray water at her three times and then vacuum her. Aim high.

But to vacuum her in one try is really difficult. She's second only to the iceman Sir Weston in difficulty and I wouldn't try to catch her in "The Mansion" and do it instead in "The Hidden Mansion". In one try then I mean.

But here are some pointers if you really want to do it. It's possible but will take a few to many tries. As you can see the room is divided into two parts. Try to keep her in one side and if you have to switch side be sure not to let her draw you ever the ceiling lamp because then you will lose her. While you're doing this keep looking at the teddy bears all the time, because these will fly at you and you must avoid them or you'll drop Sue. Watch the beam all the time so you can tilt the control stick in the opposite direction.

When you've caught her the room will light up and a treasure chest will appear in the ceiling. Get out of the room and it will turn to normal and you can get the chest, water the plant, check the drawer, vacuum the lamp and catch the Boo. The chest holds money.

Armory 3F

Portrait Ghost: No

Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "UnderBoo's makin's a comeback!"
Boo's HP: 150

Not optional. You have to get the key in here.
Lots of knight armory in here, check all the suits of armour and from some of them you'll get hearts and some of them holds ghosts. You'll face the following ghosts from the suits: 1 Orange Ghost, 1 Blue Ghost, 1 Red Grabber and 1 Banana Ghost. Be careful because some of the suits of armour will drop a spiked club that hurts. Try to tap them from behind to avoid injures.

In the chests you'll two Pink Ghosts and the rest contain money. There's a mirror behind the sheet on the wall. Vacuum the sheet to be able to warp. Check the lamp.

Then get the Boo and if you wish continue to the north room because that ones optional. Get the key for the Pipe Room.

Ceramics Studio 3F

Portrait Ghost: Yes, Jarvis
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "Who's shaking the TamBoorine?"
Boo's HP: 200

This room's optional.
Lots of jars and it's the Portrait Ghost Jarvis who owns them all. Start by getting ice elemental from the frozen jar, then start checking all the vases, you'll receive lots of money and a red gem.

After a while the Portrait Ghost Jarvis will show up from one of the jars. He will challenge you to a game where you should freeze him seven times. It's really easy and when you've done it you'll be able to vacuum him. Watch out for the vases that come flying. But it's not too hard to catch him in one try.

Check the lamp and the rest of the vases and get the Boo. Get the treasure chest with money.

Pipe Room BF

Portrait Ghost: No
Golden Mouse: No

Money Ghost: No
Number of ordinary ghosts: 2
Boo's comment: "I'm Boofant, nice hair, green."
Boo's HP: 300

In here a lot of green blobs will come flying.
Try to vacuum them and then watch the Red and
White Grabbers. Don't go to near the frozen
barrel or you'll be frozen yourself.

When you've defeated the ghosts get ice elemental
from the barrel and then aim the icebeam at the
poison on the ground until it freezes. Cross the
ice and go to the switch. Luigi will turn off the
water with the switch if he goes near. The water
in the right part of the room will stop pouring
and you can get the key to the Cold Storage.

Get the money from the bucket and get the high HP Boo.

Cold Storage BF

Portrait Ghost: Yes, Sir Weston
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "Catch me, Boolderdash!"
Boo's HP: 150

Chilly place. In here you'll find the hardest
Portrait Ghost of them all. I consider it
impossible to catch him in one try and have
therefore never done it. I've spend hours
trying. However you have to catch him either
way even if you don't do it one try. This is
how to do it.

Get fire elemental from the camp fire and then
light the camp fires in the corner. Sir Weston
will show up and yell on you. He will then start
shooting ice at you. Avoid them but watch it,
it's slippery. Icicles will fall from the roof
and they hurt you bad. Start spraying fire at
Sir Weston until he melts and you can start
vacuuming him. Watch the icicles and keep
tilting the stick in the opposite direction
which Luigi's aiming and you'll get him soon,
perhaps not in one try though.

Get the key and the Boo(s).

The Artist's Studio 3F

Portrait Ghost: Yes, Vincent Van Gore
Golden Mouse: No
Money Ghost: No

Number of ordinary ghosts: 21

Boo's comment: "Bootique, c'est chic!"'s HP: 300

In this room you'll face many ghosts. That I promise.
First you'll see a cut-scene with Vincent Van Gore
and he's a little grumpy so he summons a lot of
ghosts from his paintings. You'll have to fight
three each attack. They come in this order.

Orange Ghosts

Pink Ghosts

Blue Ghosts

Red Grabbers

Shyguy Ghosts

Banana Ghosts

Bomb Droppers

Then attack Vincent Van Gore. He's surprisingly
easy to get in one try.

Check lamp, get key catch Boo and you're off to
beat the final Boss.

Things to do before the Boss

Not much really, I've already noted everything.
Remember to get all the Boos so you can get
one of the golden diamonds that's worth
20,000,000 G.

Get the other by watering the plant in the
boneyard one last time. Remember to visit
all the rooms so you'll get all the Portrait
Ghosts as well and as much money as possible.

Secret Altar BF

Portrait Ghost: Yes

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: -

Boo's HP: -

Except from fighting the last Boo in the game
you can get some treasures and warp back to
the Foyer. To the right there're two pillars,
tap them for money and a Gold Bar. Vacuum the
lamp for a blue gem and if you want to
save these stuff look to the left for a mirror.

When you're ready go forward and watch a long
dialogue followed by a cut-scene where the
Mario painting turns into a Bowser painting
and King Boo together with Luigi will go into
it.

Boss: King Boo and Bowser

After the cut-scene with the painting Luigi will be on the Roof and Bowser will jump down. A battle will now take place between Bowser or a robot/doll version of Bowser with King Boo inside against Luigi and his vacuum cleaner.

Bowser does different attacks depending on how close you are to him. If you're really close he either flame you or inhale you. The inhaling attack does extra much damage cause when he spits you out, he will then flame you too.

When you're too far away for him to hit you with one of these attacks he will throw three mines at you. These you have to use to defeat him. They will explode after a while so be careful and watch so he don't throw them right at you.

If you're really far away he will either do a jump attack or a rush attack. If he does the jump attack it's just to run around and hope that he doesn't hit you. And the dash attack is really nothing to worry about. Run you too and he won't be able to keep up.

If you try to go behind him he'll do a tailsweep. Here's my strategy. If you do it right you will get the goldframe, meaning you won't lose more than 10 HP.

Move the battle from right to left and from left to right, between the pillars. Don't go wandering so you can't get a good view. First place yourself at such a range from Bowser that he can't reach you with his close-range attack but instead so he throws mines at you. Stand with your vacuum cleaner sucking and let one of the mines get stuck on the mouth-piece.

When you get, one Bowser will probably rush towards you and stop right before you. Go back a little and you'll see him raising his head. Just when he's about to attack release R and hit him with the mine. Be sure not to be too close or the explosion will hit you too.

After the attack Bowser's head will blow off(!) and King Boo will come out with a whoppin' 500 HP. Start vacuuming like normal while you avoid the ice balls from Bowser's head. Do like this, stand still vacuuming and when an ice ball's about to come move a little.

If you're good you'll be able to vacuum around 150 HP before he goes back into Bowser and keeps attacking as usual.

When you reach the edge of the roof, just go around the big lizard and keep moving the battle to the opposite direction. When King Boo's lost around

350 HP when he goes back into the Bowser, Bowser's head will get on backwards and he'll do a berserk attack. Watch the pattern and avoid the attacks.

When you've vacuumed King Boo's 500 HP you'll receive his crown that holds a red diamond. And you can watch the ending, you've finished Luigi's Mansion! Congratulations!

5.0 Differences between the mansions

When you've finished the game once it will save and you'll have to start from the beginning on the same file. But now you can choose another difficulty; "The Hidden Mansion". When you've started a game on "The Hidden Mansion" you can convert it back into an "Mansion" game by saving twice when you've chose "Mansion". Here are the differences between the mansions that I've found out.

In "The Hidden Mansion"...

- The whole mansion is mirrored. Right is left, left is right, but up isn't down and down isn't up. For example, when get out of the Foyer and out into the first floor's corridor you go up just like in "The Mansion", but the Laundry Room is to the right and the Basement stairs is to the left, instead of the other way around like it is in "The Mansion".
- Luigi loses twice as much energy. So Orange Ghosts will take 10 HP instead of only 5 HP.
- The vacuum cleaner is around five times more efficient. Which means that it takes the same time to vacuum 5 HP in "The Hidden Mansion" as it takes to vacuum 1 HP in "The Mansion". This makes the Portrait Ghosts much easier. Boos don't count.
- Much more ghosts in the rooms and corridors.
- Darker everywhere. In the dark rooms you can't see a thing in the environ-

ments if you don't shine the light at it. The light is different in the lit rooms.

- The Bosses are harder, check the "Bosses part".
- All the ordinary ghosts disappears much easier when you try to stun them. You almost have to be right next to them to be able to do it.
- You get diamonds from every Golden mouse and Money ghost. And they're worth 2 M G each one of them.
- Different HP on Boos. Higher mostly.
- Some Boos have more extreme abilities. Turbo is much faster for example.
- Fewer hearts. The larger hearts are often replaced by the smaller ones. Sometimes only different locations.
- More poisonous mushrooms.
- A little star in the bottom-right corner.

If you find more differences, please contact me!

6.0 Walkthrough for "The Hidden Mansion"

This is a walkthrough for the Hidden Mansion. It's a copy of the walkthrough above, with the necessary changes.

An important note. There are many tough ghost battles in this difficulty which involves battling many ghosts. Sometimes six or eight at the same time. I recommend you to use a pretty simple strategy to get out of these battles alive. Place yourself in a corner and face the wall. When the ghosts come near, turn around and stun as many as possible and then vacuum them, release the one(s) you're trying to catch as soon as other ones come to mess with you and retire to your corner again. By using this strategy you will drain the whole group's HP which eventually will cause them to disappear.

=====
6.1 Area 1
=====

Foyer 1F/2F

Portrait Ghost: No

Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: -
Boo's HP: -

The first area you'll visit with your new Poltergust 3000 and in this nice Foyer you'll always start when you start your game. Talk to Toad and he'll light the room for you. If you aren't familiar to the Mario games; Toad is that little crying fellow with a big mushroom as a hat. He will also let you save.

Up the stairs there are some coins spread out. Collect these with either your vacuum or simply walk over them. You can try and vacuum the vases but I've never found anything there and probably you will not either. While standing above the stairs aim your vacuum cleaner at the chandelier hanging in the roof. You'll get both cash and coins from this one.

On the first floor, be a good fellow and don't walk under the chandelier because that will give the plumber a nice headache, though the lamp that hangs above the sealed door can give you some coins, if not go back later. The drawer will give you hearts later on. Head upstairs and into the double doors and you're ready to smack some ghosts' bottoms.

Parlor 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 3
Boo's comment: "I am Bamboo, if you please?"
Boo's HP: 150

Why not collect the money on the tables and on the floor with your vacuum cleaner first? Then you can go to the big cupboard in the upper-right part of the room and open it to see if it'll give you any cash, then check the drawer in the bottom-left corner. And last the small cupboards under the candles and you'll find the last money. Try the chandelier to by the way. Then blow out the candles by using L or R while aiming at them and after a short chat with the paintings some ghosts will attack. First an Orange Ghost, then a Pink Ghost and last but absolutely not least a Blue Ghost. And remember if you have trouble with the ghost check my "Ghosts part".

After that battle a chest with a key will show up and you can move to the Anteroom which lies to the north. The room will also be lit.

Anteroom 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 4
Boo's comment: "Looking for me? Bootha!"
Boo's HP: 60

Just some simple ghost battles. First a Blue Ghost, then three Pink Ghosts. Search the three drawers and the two chandeliers. When ready, head to the right.

Wardrobe Room 2F

Portrait Ghost: Yes, later, Uncle Grimmly
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 5
Boo's comment: "Wanna play GameBoo Advance?"
Boo's HP: 40

Here you'll bump into the first Money Ghost, check details on these in my "Money Ghost part". He's in a closet so don't open any of these just yet, defeat the ghosts around first. The ghosts in here are invisible, except the ones in the closets. You can see them through the mirror though so keep near the mirror. You can also see a cloud of smoke where the ghosts appear. Keep focused! First you'll be attacked by a Light Blue Grabber, then another one and then two more at the same time. Then walk to the right and out to the balcony where a Toad will save your game. It's a lot of money to lose if the Money Ghost slips away from you so always save before you mess with Money Ghosts and Golden Mice.

Back in the Wardrobe Room go to the left-most closet and open with A. Flash your light at the greedy ghost and start vacuum. Now that's some money you don't wanna lose, right? Open the right-most closet and give a Blue Ghost a whoppin'. Vacuum the key off the shelf that shows up after the room is lit.

Then use your Game Boy Horror and zoom in on the mirror and warp back to the Foyer where you can save and then go the right at the second floor of the Foyer. And you'll be in a corridor. Collect the coins and then take the first door on Luigi's left to get to the Study. Don't touch the two other doors on Luigi's left cause these will hurt him.

Study 2F

Portrait Ghost: Yes, Neville
Golden Mouse: Yes
Money Ghost: Yes

Number of ordinary ghosts: 0

Boo's comment: "Speak not my name, Taboo!"

Boo's HP: 60

In here you'll find your first Portrait Ghost but there are some other good stuff as well so don't mess with him yet, you gotta collect some stuff first. You might notice a book that comes flying at you. You'd better vacuum it up so it won't disturb you anymore. If it hits you or if it hits something else it will just come back so do what you must.

A Golden Mouse is here for you do find. Go to the bookshelves and take your Game Boy Horror out. Aim it on the floor next to the chair near the table and a rather big cheese will be visible. Press A to search the cheese and a sound will be heard as a golden mouse will appear. Go into the centre area of the room to get a good view and suck him up quickly cause he'll disappear.

A Money Ghost is also here. Tap the chair next to the table and he'll show up. Flash him and vacuum him and you'll receive some dinero(money in Spanish, though I'm Swedish!). Vacuum the table for some cash Neville has saved up in the books. Don't worry, he won't mind. :) The chandelier should hold some money, if not come back later. Finally you can check bookshelves for some nice information if you wish.

Then it's time to mess with Neville. Stand with your back against him so you'll get a clear view of him and when he starts to yawn, quickly turn your light at him to stun him and then it's time to vacuum. It isn't hard to vacuum this guy. If you want info on the pearls and strategies for catching ghosts check these parts. When he's in your Poltergust 3000 grab the key in the chest and go out into the corridor and head to the far right side of it. There is a room you should enter.

Master Bedroom 2F

Portrait Ghost: Yes, Lydia

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "I'm the yummy Boolicious!"

Boo's HP: 40

You'll find some nice stuff here as well. Check both the drawers for money and then aim your vacuum cleaner at the fan in the ceiling. Vacuum it for a long time and it'll drop some cash. Then it's time to catch a girl ghost. Go to the left curtain and vacuum it at the same time as you move to the left and a cold breeze will hit Lydia. She'll be stunned and this is your chance to catch her. As with Neville, getting this one in one try shouldn't be too much of an effort. Then get the key and

get out of the room. A short cut-scene will be shown and simply go into the room where the camera zoom in.

Nursery 2F

Portrait Ghost: Yes, Chauncey

Golden Mouse: No

Money Ghost: Yes, during the blackout

Number of ordinary ghosts: 0

Boo's comment: "I'm Turboo, and off I go!"

Boo's HP: 30

Here you can find a money ghost in the bed but not now come back when the black-out comes, don't worry, I'll remind you.

Check the drawer next to the door for a 50 heart if you're low on health cause a boss fight is coming. Start by aiming your vacuum cleaner at the rocking horse, yes do take coins too. And vacuum 'till the baby will show up. He wanna play with you but it feels more like he wanna hurt you. Watch the teddy bears and his attacks as you try to vacuum the ball lying somewhere in the room, shoot it at the rascal by releasing R. Piece a cake? Now it's boss time. (Kinda cruel, really, beating up a baby)

Boss: Chaunsey

Chauncey don't like you. He thought that shooting a ball at his nose was reason enough to shrink you many sizes and place you to run around on his bed. Aiming for a gold frame should be hard.

First he'll send a couple couple of rocking horses at you, avoid them by running the opposite way of wich direction they're coming. But it's not as easy as in "The Mansion". These rocking-horses move from side to side off the screen at the same time as they're moving. Just hope you're lucky when you're doing this. Then he'll throw some balls at you. Watch their pattern and dodge them. Vacuum the one that lies around and shoot it at him, time to start vacuum but he'll get loose. After this he'll bounce around the course very fast, go to the extreme right or left where he won't reach you.

He'll do the same again only faster and in the second attempt he'll send two rocking horses at the same time at you. To avoid these don't stand in the middle, stand so that one of them will hit you. These horses move from left to right as well so that means that it will probably miss you. You will probably catch him in the second attempt.

When he's safe in your Poltergust 3000 get the key from the chest and a cutscene with E. Gadd will begin. You've finished the first area!

=====
6.2 Area 2
=====

Bathroom 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 3
Boo's comment: -
Boo's HP: -

To get here from the Foyer you must go into the big double doors on the first floor. Then go to the right, up the long corridor, then right again and take the last room on your right. In this corridor a Golden Mouse will show up from time to time. If you want his money you must catch him before you beat this area's boss. How to make him come forward? Check the "Golden Mouse location part". You can catch him when the big blackout comes as well.

Three Red Grabbers will mess with you in the Bathroom. If they start holding on to you, tilt your control stick back and forth. If you find them annoying try keeping them on the same side and stunning the two that shows up first and vacuum the last one. A short chat with the professor will follow, and then you can get the key by vacuuming it off a shelf. OK, off to the Ball Room to do some dancing. Go out of this room and go right through the corridor, then down and into the door on the left, your left.

Ball Room 1F

Portrait Ghost: Yes, The Floating Whirlindas
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "Allo, I am Boo la la!"
Boo's HP: 80

Some Shyguy Ghosts will dance here. They're busy dancing with each other so if you don't come to close they'll leave you alone. To beat these ghouls you must first vacuum their masks off their faces. Then stun them with your flashlight and then finally vacuum them up. Try doing two at the same time and you'll

get recovery hearts. Watch their funny dance! :)

When you've beat them all a Portrait Ghost will show up, really two, but they count as one. Place yourself on the same rotating platform as them and then keep your back against them. Once in a while the man will do some manuver and his heart will show. Then it's your chance to vacuum. There is no obstacle so there shouldn't be any problem vacuumin these.

Check the chandeliers grab the key in the chest and go to the Storage Room, the room to the north.

Storage Room 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 10
Boo's comment: "Just call me GameBoo!"
Boo's HP: 60

A Money ghost will be found here. Tap the first chair and it'll show up. Watch it, so another ghost won't attack you while you're vacuuming the rich fellow. Don't defeat the other ghosts first cause then you the light will go on and you'll be unable to catch the Money Ghost.

Got your treasure? Then defeat the other ghosts. First defeat two Orange Ghosts and one Banana Ghost, then two Blue Ghost and then four Banana Ghosts and one Orange Ghosts. Try not to get to frustrated when you're battling the Banana Ghosts. Try using the corner strategy.

Then vacuum the ceiling lamp and the bucket for money.

Then, see the mirror, isn't there something reflected? Yes, it's a switch, press it... and the left wall will roll back. You'll see some strange hatch on the floor and a poster on the wall. Vacuum the poster to see another switch. Press that too and you'll release all Boos into the mansion. A short chat with E. Gadd will follow and he'll summon you to his lab.

Get your first Boos

You'll be returned to the Foyer after the short visit at E. Gadd's lab. Now it's time to catch some Boos. You need 5 of them to advance. Then you should head to the first floor's Washroom which is placed right next to the Bathroom. Visit at least five of the rooms you've already cleared. That you've lit I mean, except the Foyer and the Bathroom. Watch the coloured dot

on top of your GameBoy Horror.

Blue: There's no ghost in the room.

Blinking yellow: The faster it's blinking the closer you are a Boo.

Blinking red: You're standing next to a boo.

When the dot is blinking red, tap the A button or vacuum the place your standing next to and one of three things might appear.

A ball: Ha, the Boo tricked you. Vacuum it up and then shoot it at the nearest wall to prevent it from disturbing your boo-hunt.

A bomb: Ha-ha, it tricked you. Run for it!

A boo: It will slap a comment in your face and then start going around the room. Vacuum it by moving Luigi with the left analogue stick and aiming his vacuum cleaner at the Boo with the right analogue stick, the C-stick.

Sometimes you'll here a laughter from the Boo. That means that it has changed its hiding spot. You'll also here this laughter when you've found a bomb or ball instead of a Boo. If you've hunted the Boo out into the corridor you'll have to go after it. If the corridor isn't lit you'll have a hard time catching the Boo and it will in either cases quickly try to get in to a room near-by. And one more thing, laughter is also heard if you've hunted the Boo out into the corridor and you don't get out there quick enough. Then it will fly into a room near-by and hide.

Washroom 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: -

Boo's HP: -

No danger involved here. Only a Toad and a key in here. Well, speak to the Toad and he'll mumble something about a something in the toilet. Might it be a key? He'll light the room for you and you might vacuum the toilet for a nice (probably dirty) key.

Check the lamp and the locker next to the mirror for money. When you're ready to leave, head for the Foyer then go left and take the first door to Luigi's left.

Fortune-teller's room 1F

Portrait Ghost: Yes, later, Madame Clairvoya

Golden Mouse: Yes
Money Ghost: No
Number of ordinary ghosts: 0

Not much to do here yet, except catching a Golden Mouse. Zoom your Game Boy Horror on the floor behind the big chair and you should spot a big cheese. Search it and mouse will pop out. Give it a good whoppin', err... I mean vacuum it and collect its taxes. You can check the drawers for money and you can speak with the Portrait Ghost but this room you cannot light yet. Go left for another room.

Mirror Room 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "Feel the wrath of Kung Boo!"
Boo's HP: 50

Oh, no! You're locked in, time to deal with some ghosts. They're not visible, only visible in the mirror so keep focused. Only Light Blue Grabbers in here. First two will attack you and then another four. When this happens stun three of them so they'll disappear so you can concentrate on the other.

The lights will go on when you've cleared the room. And a treasure chest will show up with a Fire Elemental Medal in it. Now you can if you vacuum a Fire Ghost turn your vacuum into a flame-thrower. Fire Ghosts are found in some candles and in pedestals that burn if you lure them out by vacuuming the object. One of those pedestals is in this room so go get a Fire Ghost.

Check the chandeliers and the drawer and then vacuum the fire pedestal to make a Fire Ghost come forward. Vacuum it and then spray fire on the candles using L to break the seal on the door.

And do get the Boo before you leave and then head back into the Fortune-teller's room. No, you cannot make this room lit now either, though you can light the candle-pedestals with your new flame-thrower. When all candles are lit a key will show up on top of another pedestal. Now I don't wanna write the word "pedestal" one more time in this FAQ. Well vacuum the key of the pede*tal and continue out to the corridor.

Time to go to the Laundry Room! Go right, all the way through the corridor and you'll come to this little room.

Laundry Room 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 4

Boo's comment: "Yow? Get down! I'm Boogie!"

Boo's HP: 50

Let's start with the ghosts. First two Shyguys will attack, then a Blue Ghost and a Pink one at the same time. The room will be lit and a treasure chest with a great deal of money will show up. Watch the trap door to the north by the way.

Then go to the washing machine and tap it... What's this? It's Mario's hat. This item you have to give to the Fortune-teller. But it's no hurry, there is four more of "Mario's dropped items" in the mansion. When you've collected them all you can catch the Fortune-teller and light her room.

Check the cupboard, the bucket and the lamp in the ceiling for money. And then get the Boo(gie).

Butler's Room 1F

Portrait Ghost: Yes, Shivers

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "You found me, Peekaboo!"

Boo's HP: 100

If you want to light this room you must lure the Butler in here. You don't have to go into this room when it isn't lit. It lies by the way south of the Laundry Room. You might have seen a floating candlestick moving back and forth through the north part of the corridor. Light it with your fire element (get fire from a candle west of the foyer doors). And you'll see that a Portrait Ghost is holding it. The butler ghost is afraid of fire so he'll flee into his room. Well just go there. He'll take the long way there by first going to the basement stairs and then turn around for his room. You go to his room and he'll get there in a while.

When you wait you can defeat some rats. When he comes in he will try to extinguish the candles by sitting on them. Strange fellow. While he's frying his ass you have the chance to vacuum him. There are some obstacles in this room so be careful not to be drawn around too much, try holding him on the same side all the way. The room will be lit when you're finished.

Check the cupboard in the top right corner and the lamp for money, check the bucket in the bottom right corner for a blue gem. A chest with a key will show up when you've

lit the room and of course you'll find a Boo. The key goes to the Conservatory but you can go the Hidden Room first if you want some monkey, I mean money.

Hidden Room 1F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: Yes, during the blackout
Number of ordinary ghosts: 4
Boo's comment: "It's my own self, GumBoo!"
Boo's HP: 50

This room is completely optional, so don't go here if you don't want money. You have to get here from the Butler's Room. In the top left corner there's a mouse-hole. Zoom the hole with the Game Boy Horror and a teleport path will open. Go there and you'll be teleported (kinda) to a room with much money. It's even shimmering. First of all you can check the two vases and chandeliers and why not fill your vacuum cleaner with bats. You'll see some treasure chest positioned like this (below). The ghosts you'll find here are all Ice Elemental Ghosts. Defeat them by first spraying fire at them so they lose their ice icons and then stun and vacuum them normally. You don't have to spray fire at them until they disappear completely. I thought so at first... Here goes a simple ASCII.

```

                _      _
            Ghost|_|      |_|Money

    Empty now, but a Money|_|      |_|      |_|
Ghost during the Blackout|_|      |_|      |_|Ghost
                        Ghost
                Money|_|      |_|Ghost
```

When you've defeated all the ghosts a treasure chest with lots of money and three gems will show up. Of course a Boo will be hidden in here. To get back when you're ready to move on, either search the mouse hole you come from or search the mirror on the wall that's nearest to the screen.

Conservatory 1F

Portrait Ghost: Yes, Melody Pianissima
Golden Mouse: No
Money Ghost: Yes, during the blackout
Number of ordinary ghosts: 0
Boo's comment: "Wherfore am I Boomeo?"
Boo's HP: 50

Time to play some music. Head to the room where the Butler was guarding. Not too complicated actually. Check the locker by the piano first and the lamp in

the ceiling. Then it's time to hunt the Portrait Ghost who is Melody this time, the Butler's secret love. Tap every instrument; the harp, the saxophone, the three drums, the double bass and the xylophone. Oh, and remember to be nostalgic. Ahhhh...

OK, I'm ready. Go to the piano and Melody will show up. She'll chat with you and then play a melody, either the water theme from Super Mario Bros. for NES or the (what do you say) course music from Super Mario Bros. 3. If it's the watertheme she'll give you the following three alternatives.

Water <--

Sky

Er, I don't know

If she asks you about the Super Mario Bros. 3

Mario Bros.

Super Mario World

Super Mario Bros. 3 <--

Give her the wrong answer and she'll be a little grumpy and then ask you to leave and be ashamed of yourself. Go out of the room and in again and try again. answer left and you'll have to battle her music-sheets. Vacuum all of them and you have the chance to vacuum her. Like for the butler keep her in the same place of the room.

Get the Boo afterwards and if you wish play the instruments. And the key of course, which goes to the dining room down the corridor to the right.

Dining Room 1F

Portrait Ghost: Yes, Mr. Luggs

Golden Mouse: Yes

Money Ghost: Yes

Number of ordinary ghosts: 0

Boo's comment: "The name's Boodacious! Got it?"

Boo's HP: 150

You can find both a Money Ghost and a Golden Mouse in this room but the Portrait Ghost is optional so you don't have to light this room to advance in the game. Under the chair that is closest to the entrance of this room lies a cheese. Search with your Game Boy Horror and a Golden Mouse will appear. Vacuum it and get lots of money. In the right-most cupboard a Money Ghost lies to rest. Open it and vacuum him. The left-most cupboard holds money from time to time.

Time to get a hungry Portrait Ghost. I'd recommend to vacuum off the tablecloth first so it won't disturb you later. Get a Fire Ghost from a fire pedestal in the room and then light the candles on the table. The ghost will then show himself and his big caramel custard. Start vacuuming his custard and small blue Waiter Ghosts will show up to give him more. There are two of these and one of them comes from the right

and the other from the left. They disappear very easily so stun them when they're right next to you. When you've vacuumed them both vacuum the rest of the ghost's food. When everything is gone, he'll be very upset and he'll start shooting fire at you. These little slow plumps of fire are very easy to avoid so just wait until he's tired and then vacuum him. Personally I think he can be a little hard to vacuum, but stay alert and you'll make it in no time at all.

When you've lit the room, get a chest with lots of money and the Boo you should also get but he's not in the chest.

Kitchen 1F

Portrait Ghost: No
Golden Mouse: Yes
Money Ghost: Yes
Number of ordinary ghosts: 5
Boo's comment: "Boy howdy, I'm Booligan!"
Boo's HP: 100

In this room there's a Golden Mouse, but no cheese which means that he shows up randomly as you enter the room. Just go in and out of the room until he appears out of the wall. This may take a while but don't give up.

There's a Money Ghost in here to. He's in the right oven. More ghosts? It's a ghost in the refrigerator and then of course an Ice Elemental Ghost so come in here with a fire element. DON'T open the refrigerator the old-fashioned style because it will hurt you. Vacuum it open from the left. When it's defeated two Pink Ghosts and two more Ice Elemental Ghosts will show up. I think you should use your fire on all of them.

When the ghosts are defeated a chest with the Water Elemental Medal will show up. Now you can water stuff with your vacuum cleaner. And you can extinguish fires. Lure Water Ghosts from sinks, toilets and such likes. Also get the Boo in here and check the cupboards and the lamps. Remember to open the left oven and spray the stove with fire to receive a red gem. (Thank you Luigi Kong for telling me about this)

Then extinguish the fire on the door with your water element and go on to the Bone Yard.

Bone Yard 1F

Portrait Ghost: Yes, Spooky
Golden Mouse: No
Money Ghost: No

Number of ordinary ghosts: 1

Boo's comment: -

Boo's HP: -

Let's go outside for a moment. You can start by watering the plant until it grows. A water pump is positioned next to the plant which holds Water Ghosts. If you don't water the plant before you defeat the second boss you won't get the gold diamond later in the game and that's worth 20 million.

If you check the sign you will read that a "Mister Bones" is buried here, he wants it quite around his grave. Let's wake him shall we? A Portrait Ghost is located near the dog house in the shape of a dog. Wake this fellow by shining your flashlight at him. He'll then start "playing" with you, he'll attack you. Either let him do that and Mr. Bones will show up or avoid his attacks three times. Mr. Bones will throw bones at you and he's rather sensitive when it comes to light. Stun him when you're very close to him and then vacuum him.

When he's defeated he'll drop a bone and the dog will come and chew on it. Now's your chance to grab the ghost.

When he's defeated you can go on to the room where you find the boss, but wouldn't it be great to get some other stuff first?

Things to do before the boss

Some stuff you might have missed or I haven't really mentioned you should take before the boss.

First of all you should get the Golden Mouse in the first floor's corridor. After the bossfight this corridor will be lit and the mouse won't show his face there. The mouse will randomly appear from the wall nearest to the screen and it will run up the main corridor. Just go back and forth into another room and the spot where the mouse should show up. This may take a while. If you don't want to catch him he'll be here during the blackout. Check the "Golden Mouse Locations" part for detailed info and an ASCII map.

Then you should go water some plants in the mansion with your new water element. You can find them in the Master Bedroom behind the bed and on the balcony next to the Wardrobe Room. Both rooms are located on the second floor and are reached from the Foyer.

Remember to water the plant in the Bone Yard.

And if you want a Money Ghost you can take a quick visit in the basement. Go to the right from the Foyer and you should come by a door and then some stairs. Take the upper door and when you come in tap the table to the left and a Money Ghost will show up. Then check

the lamp and leave the room. You can't light it.

Grave Yard 1F

Portrait Ghost: Yes, Bogmire

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 5

Boo's comment: -

Boo's HP: -

When you're ready head to the Bone Yard and search the dog house for a teleport to the grave yard. Use your Game Boy Horror. Then you'll be in a sad grave yard. Do they keep grave yards right next to a mansion? Sounds spooky. Check the drain pipe for a red gem. Then you can go get some Mr. Bones. Five of them will appear if you tap the tombstone without a bat on top between those with bat on tops. They will throw bones at you and disappear quickly if you flash a light stream at them. Surprise them and when you have one on the hook watch the other(s) when they throw bones so you won't get hit yourself. Refill lost energy before you meet the boss by tapping other tombstones. Go to the grave on top of the small hill and Bogmire will appear.

Boss: Bogmire

He'll then transport you to a spooky circular place. First a small black blob and a big black blob together with purple Bogmire will appear. Ignore the small one, he won't do Bogmire much damage. Go instead for the big one. Vacuum it by standing next to it and using your Poltergust downwards. When you've got him on your mouthpiece go to Bogmire and shoot him. Remember that Bogmire disappears all the time so time your shot right and aim carefully. If you hit him with a big blob a big jelly mass will surround him, if you hit him with a small a small mass will surround him. You can vacuum him in this state and you can hang on longer if the jelly mass is larger.

The big differences between the fight in "The Mansion" and the one in "The Hidden Mansion" is that now some orange blobs roam around. They move quicker than the others and if you get one of these on Bogmire you'll get him surely in the first try. Another difference that's more annoying is that he shows up for a very short while so that you have to shoot your collected blob at him as soon as he shows up.

When you drop him (if you don't make it in your first try) he'll summon many more blobs so if you aim for a golden frame clear the area before you attack him because then these blobs won't disturb you while you're vacuuming Bogmire. Repeat the process

one or two times more and he should be in your Poltergust.
If you see you're going into a blob while vacuuming him
release R.

You've cleared Area 2, congrats!

=====

6.3 Area 3

=====

Courtyard and Bottom of the Well 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 5

Boo's comment: -

Boo's HP: -

As you may see the 1F floor corridor is now lit and no
ghost will appear here. Remember to go water the plant
outside in the boneyard again, reached from the Kitchen. You
can do it anytime during the third area. The plant is
supposed to be a flower when you water it this time.

Then head for the sealed door in the top-right corner in
the corridor. Now you'll be in the mansion's courtyard.
Here you can find a fountain, some plants, trees, statues
and of course ghosts. At first when you come in you'll
see a big statue which always holds a big heart (50 HP).
(Unless you're playing the NTSC version.)

Some pink blobs will be in here. Vacuum them and they will
disappear at last. A big fountain which holds Water Ghosts
is surrounded by four plants. Water them all for money,
gems and hearts. Follow the trail to the left and you'll
be surprised by a Bomb Dropper that drops down on you from
a treebranch. You'll come across three more of these
from other tree branches. Defeat them all and a treasure
chest with lots o' money will appear.

Go down the well to be able to advance. Then go left
and a cut-scene with Mario inside a painting will follow.
That's terrible! ...isn't it? Because the area is sealed
of it's just to go back. A Bomb Dropper will meet you.
Defeat it for a key that's for the door in the left-most
area of the Courtyard.

Go up to the Courtyard and go to the left, remember to
pick up Mario's letter in the nesting box. This is one
of Mario's dropped items and you can show this to the
Fortune-teller if you wish. Inside the hut which you
should open by vacuuming it from the right is a Toad.
So save and go on to the next room.

Rec. Room 1F

Portrait Ghost: Yes, Biff Atlas
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "It is I, fair Booregard!"
Boo's HP: 100

This room is optional so you can pass right through it if you wish, but what's the fun in that?

Before you go picking a fight with the body-building Portrait Ghost you should pick up the Money Ghost. He's hiding on an exercise machine in the top-left corner so go there and tap it and vacuum this greedy fellow. Check the drawer and the lamps for money and stuff. Run on the right-most exercise machine and you'll get a key after a while. This key goes to the door that connects this area with the rest of the first floor. A short-cut.

Time to pick a fight with muscle-brain. You see the three punchbags next to him? Press A at one of them and Luigi will punch it. Try punching so it hits the ghost. Remember that it flies back at Luigi when he's punched it. Biff Atlas will be angry and start punching at you. Place your self behind a punchbag and do the same thing two more times and he'll be knocked down and you can vacuum him. If you fail to take him in one try it's just to knock him ones when you try again. He's rather hard to get in one try. Remember that he's pretty powerful when he hits you.

Now it's lit so get the treasure chest with lots of money and then the Boo.

Tea Room 2F

Portrait Ghost: No
Golden Mouse: Yes, 2
Money Ghost: No
Number of ordinary ghosts: 11
Boo's comment: "Jingle, jangle, Mr. Boojangles!"
Boo's HP: 60

First get water element, either from the sink a toilet or the fountain. Then go up the stairs to 2F from just outside the Rec room(in the top-left corner of the first floor). Check the lamp for money and then extinguish the fire outside the nearest door. In here you'll find two Golden Mouse. One cheese and one random. To get the random mouse just go in and out of the room until you here a familiar sound and a little shining mouse will come running next to your feet.

To get the other one be careful not to defeat all of the ghosts in the room because then the room will of course be lit. You must also bring fire element from a candle downstairs before you begin. First there will be an

Orange Ghost, a Blue Ghost, a Red Grabber and an Ice Elemental Ghost. Defeated all of them except the Orange Ghost because he won't be much problem when you're gonna get the Golden Mouse. Before you get the mouse vacuum the plates that comes flying at you two from each cupboard. They will just reappear if you don't put them in your vacuum cleaner. Check the cupboards for gems also. At least one of them. When you're ready and you have one ghost left to defeat go to the upper-right corner and search the floor with your Game Boy Horror. A cheese should be lying around. Search it and a second mouse will be yours, if you catch it. You can also check the chandelier for money. The Orange Ghost will probably show up now and then. Stun him when he appears.

When you've got both mice defeat the last ghosts. First the single Orange Ghost that was left and then the five Shyguys Ghosts and the two Ice Elemental Ghosts that will appear. I hope you got some fire left. Use fire first to get rid of the Ice Elemental Ghosts's ice icons in the middle of them. Use the fire you've got left to defeat the Elemental Ghosts and the Shyguys. At least the Elemental Ghosts.

Then the room will be lit at the same time as a big white chest will appear on the right table. Go to the left corner of the room and go on the converter which will enable you to walk in the ceiling, then go on the converter in the ceiling to get down on the table next to the treasure chest. Open the chest and take the Ice Elemental Medal. This handy little thing will enable you to shoot ice out of your Poltergust 3000. Get Ice Ghosts from the ice bucket near-by or the refrigerator in the kitchen. You are permitted to leave the room. :)

Bathroom 2F

Portrait Ghost: Yes, Miss Petunia
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: -
Boo's HP: -

Get here by walking into the door from the right when you leave the Tea Room and then continue through the second floor corridor to the right. The Bathroom is the last door on the right. Remember to bring ice element. The only thing you can find here is a Portrait Ghost named Petunia. She's taking a bath. To get her you must first draw away the curtain with your vacuum cleaner and then spray ice on her bathtub. She might attack you with water if you don't spray ice right away. Then she will sneeze and you can start vacuuming her. When you've cleared the relative easy vacuuming it's time to get the pearls as usual,

only this time there's some behind the bath and it's a little tricky to get them. You must suck them up so you hear them tingle then aim your vacuum cleaner up so the pearls follow. After you've defeated Petunia you'll get a treasure chest with a key. This goes to one of the two rooms on the first floor that you haven't discovered. There's no hurry getting there.

Washroom 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 2
Boo's comment: -
Boo's HP: -

Next to the bathroom lies the Washroom, this area is optional so you don't have to go here. When you touch or vacuum the toilet two Fire Elemental Ghosts will show up. You must make them "defeatable" with water element. You can vacuum the watercontainer above the toilet for a water ghost or get it from another room. Remember to get the water before you touch the toilet because the ghosts will appear on both sides of you. When the ghosts're defeated a chest will appear with lots of money. The lamp may give you some money.

Nana's Room 2F

Portrait Ghost: Yes, Nana
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "Sinky, stinky, LimBooger!"
Boo's HP: 100

A Money Ghost is in here. He hides under the left-most chair. If you feel like reading about Nana playing tricks on Petunia go to the book shelf and press A. This is of course a tip on how to defeat Petunia. Money can be found in the drawer to the left and the lamp. Now it's time to teach Nana not to bully others.

A basket of yarn lies next Nana. Tap it and the three balls of yarn will fall to the floor. Vacuum one so it gets stuck on your mouthpiece then try to shoot it at Nana who will be going around in circles. Then do the same with the next ball of yarn and Nana will shoot laser beams at you from her eyes. Cool! When you've hit her with that, take up the last one and Nana will go around in circles as she shoots laser beams. You can vacuum her after three hits. If you fail to vacuum her in one try you won't have to shoot any more yarn balls at her, it's just to vacuum her again.

Try keeping her in the same side of the room.

If you miss any ball she'll disappear and you must go in to the room again. When you've defeated the old granny a key to the Twin's room will show up in a treasure chest. The Twin's Room's door is the one door you couldn't unlock in Area 1. Well, remember the Boo.

Astral Hall 2F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 12

Boo's comment: "I'm Booswoggle, Ploosha!"

Boo's HP: 80

I might add that the main objective in Area 3 is collecting Mario's dropped items. So if you haven't got Mario's letter or Mario's hat you better get them. Mario's hat may be found in the Laundry Room in a laundry machine. This room is located in the bottom right corner of the 1F (well almost). The letter is found in a nesting-box in the top-most area on the first floor. Time to collect his star and that, may I say, is an indeed odd procedure.

From the Tea Room the 1F/2F stairs near the Tea Room, go left through the corridor, continue down and take the first door on your left, Luigi's right.

Check the drawers and chandelier for money to begin with and then it's time for some ghost hunting. Light the five candle-pedestals with your fire and then place yourself in the middle of the pentagram. I thought Nintendo only made nice and friendly stars, they also make evil pentagrams. A cut-scene will follow where the candles will turn purple, spooky!

And now you'll be attacked by some ghosts. First up are three Banana Ghosts. No problems here, you've beaten Banana Ghosts before, then two White Grabbers and two Red Grabbers will appear. They're tougher, go into a corner and stun and vacuum. The last round contain three Orange Ghosts and two Pink Ghosts. I recommend you to stay in that corner and wait for the ghosts.

Then get the Boo who might hide in a candle pedestal and then go left to a really mysterious room.

Remember that if you try to get into the next room without lighting the candles and defeating the ghosts, you will only be transported to the entrance of Astral Hall. Spooky!

Observatory 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: -
Boo's HP: -

I won't freak out, but it's strange. First go get money from the drawer and chandelier. Then go stand by the telescope and press A. The camera will scroll in the space and zoom in on the moon. This is your only clue.

By some mysterious force most of the walls and the roof will disappear and you can go stand on a bridge to the left. Then start your vacuum cleaner and vacuum the small, yellow meteorites that comes falling, then try to aim at the moon when spitting it out. Can't give you much help here, if it goes too much to the left, aim a little to the right and vice versa. When you've hit the moon it will explode, sure is a powerful vacuum cleaner, and a bridge will appear.

Go out on the bridge and you'll be on the very small moon where Mario's star is.

Let's sum this up. Luigi watches the moon and then meteorites start falling him. He sucks one up and shoots it at the moon. The moon explodes and Luigi walks out to the moon on a bridge that comes from nowhere and collects a star. Does this sound strange to anyone else? Nintendo sure's got a lot of imagination.

Don't try this at home kids! :D

Billiards Room 1F

Portrait Ghost: Yes, Slim Bankshot
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "Sniff... I'm Boohoo!"
Boo's HP: 80

This room is on the first floor, next to the Bathroom.

This room is optional so you can continue on to the room to the right if you wanna get the glove right away. But there're both a Money Ghost and a Portrait Ghost in here so I'd be

ashamed to miss it.

The money ghost is in the bottom-left corner on a chair. Check the drawers on the right side for money and the fan in the roof also gives you some cash. Vacuum it a long time and soon it will rain money.

The portrait ghost plays pool and he keeps on shooting away his billiard balls. And they just come back after they've bounced around the room for a while. Your task is to shoot three of the balls at him and then vacuum him. Use your vacuum cleaner to get the balls on your mouthpiece and then shoot them at the floating stick and you'll hit the ghost. After vacuuming him get a lot of money from a chest.

Projection Room 1F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 9

Boo's comment: "Fresh, clean... ShamBoo!"

Boo's HP: 200

A battle room, one might say! Check the cupboard on the right and the lamps in the ceiling for money.

Then go to the projector and press A. Go to the white screen and keep focused. The ghosts that will attack you are invisible and only their shadows will be seen on the screen. You will notice that a small dust cloud will appear where the ghosts show up. All ghosts in here are Purple Grabbers, sneaky bastards. Tough battles.

First three will attack. Watch them carefully. Take your time and spin around a lot if you feel insecure. When they're all defeated six more will appear and it's really tough. I usually go into a corner and keep turned to the wall and when I think I have a Purple Grabber next to me I turn around and try to stun him. Then when I feel another one will grab me I release the one I'm trying to vacuum. This takes a while but it's pretty safe if you know what you're doing.

When all nine are defeated get Mario's glove from the chest and head to the Foyer and then the Twin's Room for the last one of Mario's Dropped Items.

Twin's Room 2F

Portrait Ghost: Yes, Henry and Orville
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 0
Boo's comment: "Call me Booris, und be avraid!"
Boo's HP: 100

From the Foyer go up the stairs and into the hallway on the right. Get to the Twin's Room by taking the first door on Luigi's left. Check the drawer first, the one next to the door for money, money can also be found in the lamp if you're lucky. There's a Money Ghost in the bunk bed at the top. Either go to the side of the bed and tap it or my favourite; climb the bed and then vacuum it from above, you'll directly stun the Money Ghost and vacuum him and all the money will stay right at you.

Then it's time for another Portrait Ghost. Take your vacuum cleaner and aim it at one of the choppers in the circular thing in the ceiling. Then go around with Luigi in a circular motion so the thing spins around. The twins will show up in a short while. They want to play with you, hide and seek. Go out of the room, even though they're ghost they need to hide. They'll send you into the room again and you'll see five packages. In two of them the twins are hiding. If you choose wrong you must repeat the whole process. Too see which packages that holds the twins you must vacuum the packages. Those that holds the twins shake when you vacuum them so open these with A and a battle will begin. The blue twin will drive a car around the room and the red one will drive a plane and drop bombs. Watch his red shadow. I'd recommend to take the blue ghost first because it's much harder to catch the red ghost when the blue one is going around on the ground. Note that the blue twin does not drop any pearls so you can drop him many times and get a gold frame.

To get a twin in the vacuum cleaner vacuum its vehicle until they fall off it and you can start vacuuming the ghost. When you try to catch the blue ghost watch the red ones shadow carefully. Then just take the red one, it shouldn't be much problem.

Then get Mario's shoe from the chest and a Boo(ris) will show up. Be avraid people, Mwahahaha!

Fortune-teller's Room 1F

Portrait Ghost: Yes, Madame Clairvoya
Golden Mouse: Yes
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "Hi, I'm Luigi! I mean, Booligi!"
Boo's HP: 50

You've been here before. If you haven't taken the

Golden Mouse in here, do it. The cheese is behind the Fortune-teller's chair. Aim your flashlight at the crystal ball for a while and the Fortune-Teller will show up. Get Mario's last item(s) examined by her and after she has examined the last item she'll allow you to vacuum her. Strange that she struggles to get free and she screams and throws poisonous mushrooms at you. Then get the key that will let you advance in the game. Onwards to the third floor. Kind of the attic.

Safari Room 3F

Portrait Ghost: No

Golden Mouse: Yes

Money Ghost: No

Number of ordinary ghosts: 12

Boo's comment: "Little Boo Peep lost sheep!"

Boo's HP: 100

The last stop before the third area's boss. This is on the third floor. To get here first aim for the Tea Room, second floor and get the ice element. Then go out into the 2F corridor and go left, then down, then right and up the stairs. In this 2F corridor a Golden Mouse is hiding, it might be a good idea to catch it now. It will randomly show up and run up the corridor on the way to the third floor. It's triggered when you walk past the vase right after the long corridor that's vertical. Check the "Golden Mouse Locations" part for detailed info and an ASCII map. He's also available during the blackout if you miss him here.

Well go up the stairs to 3F and into the door on Luigi's right, not left, that's a trap. In this room of death you can find another Golden Mouse. The cheese is near the big chair. The lamps may hold money and the chest near the chair always holds a heart.

Before you pick fights with ghosts I will note something. In here you'll face altogether eight Water Elemental Ghosts. Now you must remember that you shall not spray ice on them until they disappear entirely, only until the water icon inside them disappears. And that happens almost the instant you spray.

Then go vacuum the boxes, not the crates and after a while two Water Elemental Ghosts will appear. Spray them with ice then attack normally. Save the ice.

After that battle two more will appear together with two Bomb Droppers. Ignore the Bomb Droppers until you've defeated the other ghosts.

One more set of ghosts will appear and they're tough. Four Water Elemental Ghosts and two Pink Ghosts. The best thing you can possibly do is to be in a corner and spray the ice you have left on them. Be careful

though so you don't make the ice disappear before you've deleted the water icons in all the ghosts. When the ice is gone attack the remaining ghosts as usual. If there're many left be sure to stun them if it gets tough.

After the battles grab the key leading to the boss.

Things to do before the boss

Not much really and nothing I haven't written before but let's go through it either way.

Remember to water the plant in the Bone yard a second time after you've beat the second boss and if you haven't watered the plants on the little balcony outside the Wardrobe Room and the plant in the Master Bedroom do that.

The Money Ghost in the Breaker Room in the basement is something you should also get. And there's a Golden Mouse in the 2F corridor. It will randomly show up and run up the corridor on the way to the third floor. It's triggered when you walk past the vase right after the long corridor that's vertical. Catch the mouse by keep going in to a room and then out to the corridor and pass the trigger point. It's very important to pass the trigger point. I'll show it on a totally useless ASCII picture.

```

      Tea Room      2F Map      | | Bathroom
      ___|_____ | | Washroom
Stairs to 1F ___|_____ |
                | |
                | |
Trigger point  | | It will run
                \ | | <-- up this
                ___\__| |   corridot
Stairs to 3F _____|
```

That was probably a little too much.

There are lots of plants at the balcony where the third boss is. You're heading there. Bring water if you feel like it. You need at least 20 Boos to go to the balcony so collect enough first. Just revisit your lit rooms.

Balcony 3F

Portrait Ghost: Yes, Boolossus
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: -
Boo's HP: -

Boss time! Go to the Safari Room and then out to the hallway and then up to the Balcony. You'll be able to unlock the door if you have caught at least 20 Boos. Don't touch the other doors in this hallway. They're either locked or traps.

Out here you can water some plants along the walls or do it later. Check the statues for hearts. In the middle of this room you'll find 15 Boos dancing in a ring. If you go to them you'll get into the boss fight. If you're ready just do it and they'll chat with you and give you a "scare". Then the battle will begin.

Boss: Boolossus

The 15 Boos have now transformed into one big Boo and the battle takes place on the balcony and the unicorn statues are now frozen and form your only weapon. (Too much "and" there, wasn't it?)

The only differences between the the battle in "The Mansion" and "The Hidden Mansion" is that Luigi rides on the vacuum cleaner here which makes him very fast but the control is also very slippery.

The huge Boolossus will start attack you by jumping after you, so run quickly to either the left or the right and place yourself in front of one of the unicorns and then when the Boo comes to hit you, move out of the way and it should shatter. Don't let this fellow bounce at you, if you see it coming at your head change direction.

When it's shattered all the 15 Boos will fly around. Now it's up to you to defeat all 15 ones. Near the unicorn statues Ice Ghosts should be flying around. Vacuum one of these and then try to freeze the ghosts with L. And when they're frozen you can vacuum them. When there're plenty of them they'll just hover and laugh at you, becoming easy targets. But the fewer they are the more dangerous it is. They'll keep moving around and as soon as you don't spray ice they will attack and that's annoying. If you spray they'll flee. When there's one or two left it's kind of hard and then you gotta use the shoot function. Press the L until it clicks and do this numerous of times. Keep yourself in the lower part of the screen, because then when it's one, two or three left you'll see them in front of you. Note that as soon as you vacuum a frozen ghost your ice element will be refilled.

They change back into the big form now and then and then it's up to you to make it hit a unicorn horn again. It will be smaller the fewer of the Boos that's in it. The smaller it is the faster it will be, but you can also hold it in your vacuum beam if it's smaller. If you hold it in your beam you can steer it on a unicorn horn.

Some pointers for getting A rank. You'll need to clear the boss with 90 HP left or more. Don't vacuum Boolossus when he's too large, run around instead. Keep shooting ice at the the small ones so you won't get to near and in this way you'll avoid attacks. Especially when there's only one Boo left. It's best to stay on the lower side and keep the vacuum steady so that when a Boo passes by it's only to shoot. No berserking is recommended.

When the last Boo is vacuumed you'll win the battle, get the key and clear the area. Congratulation!

=====
6.4 Area 4
=====

The big bad blackout

In the beginning of this last area a rather odd incident's gonna happen. Go up to the Balcony where you beat Boolossus. Here you should go to the right-most part and try to unlock the door. Then a cut-scene will start and the house will be struck by lightning and all lights will go out. It's the blackout! Now there will be ghosts in all the rooms you've visited except the Foyer, the Graveyard and the Observatory.

But before you go on a voyage of discovery open the door you just unlocked and go into the corridor. Then there's only one open door and that one's down the corridor to your left.

This is the Telephone Room. I'll give you a detailed room description after the blackout part. In this room you'll find three telephones, only the one in the middle will ring first. answer it by standing in front of it. Toad's in the other line and he'll tell you about the blackout and that you have to go down into the basement and press a breaker switch. The Toads don't like the dark so they have all fled from the mansion during the blackout so you can't save. When you answaer this call you can choose to introduce yourself as Bowser. If you do that Toad will hang up on you and call the phone to the right. In that phone Luigi will give Toad his real name and he will tell you the exact same message as in the phone in the middle.

When you've spoken to Toad the phone to the left will ring and here you'll hear from E. Gadd. He says you should find Uncle Grimly, a Portrait Ghost which is only available during this blackout but you actually have to take him because he holds the key to the Breaker Room in the basement. This room was unlocked before the blackout but not know... something fishy is going on. E. Gadd also says that he prefers rooms with mirrors. The goal is..... the Wardrobe Room. It's one of the first rooms you visit. From the Foyer, on the second floor, through the double and through two more rooms.

But you can actally get some other things in the mansion. How

about some Money Ghosts you couldn't take before? And also Money ghosts and Golden Mice you might have missed. Check the parts for Money Ghosts and Golden Mice for locations. Down below I will describe where the new Money Ghosts are. This might not be 100% correct but I've really searched through every room during the blackout so I don't think I've missed one. I will also describe which ghosts that are in every room.

The rooms where you'll find new Money Ghosts are the following. In the Conservatory, on the chair where Melody sat, a Money Ghost will show up if you shake it. The Conservatory is the room full of instruments on the first floor.

In the Hidden Room on the first floor, a Money Ghost is hiding in the right-most chest. The Hidden Room is reached by searching the mouse-hole with the Game Boy Horror in the Butler's Room. The Butler's Room is the bottom-right room on the first floor.

The last one is in the Nursery on the second floor. It's on the bed. The Nursery is reached from the Foyer if you go left. Here you met the first boss, Chauncey.

In almost every room you've visited there are ghosts. All the ghosts that's in the room will show up at once and not in turns as usual. Down below I describe every room in order of appearance from the Telephone Room. Big Note! You don't have to visit all rooms. You can go directly to the Wardrobe Room if you like. But it's good to pick up Money Ghosts and Golden Mice that you missed. The notes next to the names of the room are shortenings. Money Ghost is shortened MG, a Money Ghost could not have taken before is New MG and Golden Mouse is GM. For detailed info check the parts for the little things. And in the room where you'll find Elemental Ghosts you'll also find the elements which defeat them.

Telephone Room 3F

1 orange, 1 pink and 1 blue.

Balcony 3F

2 orange, 2 pink and 2 blue.

Safari Room 3F GM

2 orange and 2 white grabbers.

Astral Hall 2F

6 shyguys (the candles in here are lit and cannot be put out)

Observatory 2F

None

Washroom 2F

2 fire elemental

Bathroom 2F

2 blue

Nana's Room 2F MG

5 pink

Tea Room 2F GM x 2

1 water elemental

Rec. Room 1F MG

3 blue and 2 white grabbers

Courtyards 1F

Some purple blobs

Bottom of the well 1F

None

Bathroom 1F

3 fire elemental

Washroom 1F

1 red grabber

Billiards Room 1F MG

3 orange and 3 white grabbers

Projection Room 1F

4 purple grabbers

Conservatory 1F New MG

3 orange and 1 pink

Dining Room 1F MG, GM

1 orange and 1 banana

Kitchen 1F MG, GM

1 orange and 2 pink

Boneyard 1F

3 fire elemental

Graveyard 1F

None

Bal Room 1F

4 shyguys

Storage Room 1F MG

2 pink and 2 white grabbers

Laundry Room 1F

3 banana

Butler's Room 1F

2 orange and 2 ice elemental

Hidden Room 1F New MG

2 blue and 1 white grabber

Fortune-teller's Room 1F GM

2 pink and 1 blue

Mirror Room 1F

4 light blue grabbers

Foyer 1F/2F

None

Study 2F MG, GM

1 red grabber

Twin's Room 2F MG

2 white grabbers and 2 shyguys

Nursery 2F New MG

2 orange, 1 pink and 1 blue

Master Bedroom 2F

2 orange, 3 red grabbers

Parlor 2F

5 orange

Anteroom 2F

4 orange and 1 pink

Wardrobe Room 2F MG

2 orange (out on the balcony)

There are also two random Golden Mice that appears (if you haven't caught them already) out in the 1F corridor and the 2F corridor. Well when you don't want to run around anymore go to the Wardrobe Room and catch Uncle Grimmly. The Wardrobe Room is reached from the Foyer. Go up the small stairs and open the double doors. Then go through the Parlor and the Anteroom and you'll be in the Wardrobe Room. Uncle Grimmly will stand near the mirror. Stay with your back against him and when he raises his arms and says BOOOOOOOO! turn around and start vacuuming. He's easy to catch in one try. He'll leave a key that goes to the Breaker Room in the basement. To reach the basement stairs go out into the 1F corridor from the Foyer and go left until you hit a door. Beyond that lies the basement.

Breaker Room BF

Portrait Ghost: No

Golden Mouse: No

Money Ghost: Yes, but go here earlier

Number of ordinary ghosts: 0

Boo's comment: "I'm Boo B. Hatch! I'm nuts!"

Boo's HP: 100

Go here when you've got the key from Uncle Grimmly and done everything you want to do during the blackout. You should've taken the Money Ghost earlier than the blackout. It doesn't seem like it's possible to take it during the blackout.

In here it's really just to stand near the breaker and Luigi will turn it on and light will be restored

to the basement and also to this room. You can now catch the Boo in here and all the Toads will be back in their original positions.

Cellar BF

Portrait Ghost: No
Golden Mouse: No
Money Ghost: Yes
Number of ordinary ghosts: 6
Boo's comment: "It is I, fair Booripedes."
Boo's HP: 150

Just when you come in to this dusty dungeon you'll have a Money Ghost in the crate to the right. Remember to aim high when you've shaken the crate so you'll get a hit right away.

You find two barrels in the room, each of them holds a set of ghosts that are exactly the same. An Orange Ghosts, a Pink Ghost and a Blue Ghost.

You'll see big piles of dust on the floor as well. Those you must vacuum. You better do it before you pick fight with the ghosts. Under the left-most pile of dust you'll find a converter so you can walk in the ceiling. There're two converters back to the floor. Both of the doors have one above. When the two ghosts are defeated the room will light up and you'll get a key to the room next to the Telephone Room on the 3F, the Clockwork Room.

When you've checked the lamp and all of the floors on the two shelves and caught the Boo you're ready to move on. By the way the Boos in the Celler and Breaker Room often flees out into the corridor in the basement and then in to the locked rooms. Just wait until you're able to open those rooms and get the Boos then.

Telephone Room 3F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 6
Boo's comment: "Boomerang, coming at you!"
Boo's HP: 200

This room is optional, but if you want to light this room, bring ice elemental so you can beat the ghosts. Three chests you'll find in here.

If you open the one in the middle of the room a Water Elemental Ghost will show up together with two Yellow Ghosts. remember to avoid their long-range attacks.

Check the chest in the bottom-left corner of the room

for money and the one next to it for a set of ghosts, exactly like the ones above. When all are defeated the room will light up and you'll receive money from a chest.

Then check the two cupboards and the lamps for money. Start to vacuum Boomerang's 200 HP.

Clockwork Room 3F

Portrait Ghost: Yes, The Toy Platoon
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "Time for the for the six o' clock Boos!"
Boo's HP: 50

Before you go picking fights with G.I. Joe and his fellow soldiers you better check the lamps for money. Go to the marionette dolls that hang in each side of the room. Vacuum the place where they hang from and you might get money or something.

Then you'll see three clocks spread out through the room. Go and press A at all on them so they start playin and you'll be attacked by Portrait Ghosts, The Toy Platoon. They will shoot their toy guns at you and it stings. Lucky you, you don't have to vacuum all three at once because it's only the one in the middle, the blue one that gives your pearls. So be sure to vacuum the green and pink first. You can drop them how many times you want but you have to be more focused when you're gonna capture the blue one. They all count as one Portrait Ghost.

Then catch the Boo. You'll notice that a door opened in the house which the blue soldier guarded. If you go there you will be elevated to the roof.

Roof

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 13
Boo's comment: -
Boo's HP: -

You're on the roof of the friggin' mansion! Up here you'll find a campfire where dancing Shyguys're dancing lots of pillars and two chimneys.

Go to the camp fire and start messing with the 2 Shyguys. At the same time five Ice Elemental Ghosts will show up so get Fire Elemental from the camp fire. Spray away with your fire because five of these fellows are pretty difficult to defeat. So keep L pressed. After these ones are defeated lots of different ghost shows up; a Pink Ghost, a Red Grabber,

a Blue Ghost, a Red Grabber, a Yellow Ghost, an Orange Ghost and a Banana Ghost. There should be no problems there. If you do get problems remember to use the big space you got on the Roof.

After the battle a chest will show up on the right chimney. Go get it by climbing the ladder leading to it. In it, there lies a key to the Armory, a room right to the Telephone Room. That Room is not optional.

The left chimney is hollow so it's just to fall down it. If you do you'll fall down to the Sealed Room, a great treasure chamber. That room however is completely optional so if you don't care about things like that press "Page Down" until you reach the fourth room from here.

Sealed Room 2F

Portrait Ghost: No
Golden Mouse: Yes
Money Ghost: Yes
Number of ordinary ghosts: 8
Boo's comment: -
Boo's HP: -

This room's completely optional and you reach it from the left chimney on the Roof. It's a treasure chamber and down below is an ASCII so you'll see what's in the chests. Remember to beat the Money Ghost before you try to beat the other ghosts. A Golden Mouse is also located here. But it's extremely annoying to get it. It shows up randomly as you drop down the chimney. So if it don't show the first time you must vacuum the sheet of the mirror and warp to the entrance, go to the Roof and fall down again, if it don't work then either, you must do it again, and again, and again.

Map of the Sealed Room 2F

```

      Mirror  Ghost|Money|Entrance
Vase|_  |_  __/  __ /  _/  _|Vase
Money|_|  _ |__|  |__|  |__|Money
      | |
Vase|_  |_ |Money
Money|_|  _  _____  _
Vase|  |__|  |_|_|_|  |__|Money
      /      /  |

```

---> Money Ghost Money Table

There are eight Pink Ghosts in here and all show up at the same time which makes this one of the most difficult tasks in the game. You must have a strategy or you will not succeed. My tip is to stay in a corner all the time and wait for the ghosts to come. Turn around and wait until one of them comes right behind then turn to face it and stun it and the ones behind so they disappear temporarily. Then when another ghost(s)

come near drop the one you have on the hook so you can continue on that (those). Or you could bring an element but that's also hard. Because as soon as one of the Pink Ghosts isn't attacked it will attack right away and a loss of 20 HP each time isn't nice.

When you've defeated all the ghost the room will be lit and a treasure chest will show up with a key to another optional room; The Sitting Room on the 2F. When you want to leave, vacuum the sheet off the mirror and teleport to the Foyer.

Sitting Room 2F

Portrait Ghost: No
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 5
Boo's comment: "I am Boolivia! I hate you!"
Boo's HP: 200

Optional, optional. First get fire elemental from the candle and use it to light the candles on the wall. When that's done 5 Ghosts will attack you and of them are Fire Elemental Ghosts, so quickly get water elemental from the bowl and defeat them all. The three others are Shyguy Ghosts. The room will light up.

Get the Boo and refill your water elemental because you'll need it in the room to the left. Remember to water the plant.

Guest Room 2F

Portrait Ghost: Yes, Sue Pea
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: "I am the lovely Boonita!"
Boo's HP: 100

This room is upsidedown. It looks kind of strange because a girl is lying in the bed but the bed is in the ceiling. She's a Portrait Ghost named Sue Pea. First she's a little threatning. And your job is now to spray water at her three times and then vacuum her. Aim high.

When you've caught her the room will light up and a treasure chest will appear in the ceiling. Get out of the room and it will turn to normal and you can get the chest, water the plant, check the drawer, vacuum the lamp and catch

the Boo. The chest holds money.

Armory 3F

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 6

Boo's comment: "UnderBoo's makin's a comeback!"

Boo's HP: 200

Not optional. You have to get the key in here.

Remember to bring fire elemental.

Lots of knight armory in here, check all the suits of armour and from some of them you'll get hearts and some of them hold ghosts. Four Bomb Droppers will show up as you tap the armour.

Be careful because some of the suits of armour will drop a spiked club that hurts. Try to tap them from behind to avoid injures.

In the chests you'll two Ice Elemental Ghosts and the rest contains money. There's a mirror behind the sheet on the wall. Vacuum the sheet to be able to warp. Check the lamp.

Then get the Boo and if you wish continue to the north room because that ones optional. Get the key for the Pipe Room.

Ceramics Studio 3F

Portrait Ghost: Yes, Jarvis

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "Who's shaking the TamBoorine?"

Boo's HP: 100

This room's optional.

Lots of jars and it's the Portrait Ghost Jarvis who owns them all. Start by getting ice elemental from the frozen jar, then start checking all the vases, you'll receive lots of money and a red gem.

After a while the Portrait Ghost Jarvis will show up from one of the jars. He will challenge you to a game where you should freeze him seven times. It's really easy and when you've done it you'll be able to vacuum him. Watch out for the vases that come flying.

Check the lamp and the rest of the vases and get the Boo. Get the treasure chest with money.

Pipe Room BF

Portrait Ghost: No

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 10

Boo's comment: "I'm Boofant, nice hair, green."

Boo's HP: 300

In here a lot of green blobs will come flying. Try to vacuum them and then watch out for the three Pink Ghosts and the two Bomb Droppers. Stun as much as possible and vacuum when you feel secure enough because this can be really annoying especially because another set of these ghosts will appear when the first ones are defeated. Don't go too near the frozen barrel or you'll be frozen yourself.

When you've defeated the ghosts get ice elemental from the barrel and then aim the icebeam at the poison on the ground until it freezes. Cross the ice and go to the switch. Luigi will turn off the water with the switch if he goes near. The water in the left part of the room will stop pouring and you can get the key to the Cold Storage.

Get the money from the bucket and get the high HP Boo.

Cold Storage BF

Portrait Ghost: Yes, Sir Weston

Golden Mouse: No

Money Ghost: No

Number of ordinary ghosts: 0

Boo's comment: "Catch me, Boolderdash!"

Boo's HP: 300

Chilly place. In here you'll find the hardest Portrait Ghost of them all at least in "The Mansion". This is "The Hidden Mansion" so he shouldn't be a problem.

Get fire elemental from the camp fire and then light the camp fires in the corner. Sir Weston will show up and yell on you. He will then start shooting ice at you. Avoid them but watch it, it's slippery. Icicles will fall from the roof and they hurt you bad. Start spraying fire at Sir Weston until he melts and you can start vacuuming him. Watch the icicles and keep tilting the stick in the opposite direction which Luigi's aiming and you'll get him soon.

Get the key and the Boo(s).

The Artist's Studio 3F

Portrait Ghost: Yes, Vincent Van Gore
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 36
Boo's comment: "Bootique, c'est chic!"
Boo's HP: 200

In this room you'll face many ghosts. That I promise.
First you'll see a cut-scene with Vincent Van Gore
and he's a little grumpy so he summons a lot of
ghosts from his paintings. You'll have to fight
five each attack. They come in this order.

Orange Ghosts

Pink Ghosts

Blue Ghosts

Red Grabbers

Shyguy Ghosts

Banana Ghosts

Bomb Droppers

Then attack Vincent Van Gore. He's surprisingly
easy to get in one try.

Check lamp, get key catch Boo and you're off to
beat the final Boss.

Things to do before the Boss

Not much really, I've already noted everything.
Remember to get all the Boos so you can get
one of the golden diamonds that's worth
20,000,000 G.

Get the other by watering the plant in the
Bone Yard one last time. Remember to visit
all the rooms so you'll get all the Portrait
Ghosts as well and as much money as possible.

Secret Altar BF

Portrait Ghost: Yes
Golden Mouse: No
Money Ghost: No
Number of ordinary ghosts: 0
Boo's comment: -
Boo's HP: -

Except from fighting the last Boo in the game
you can get some treasures and warp back to
the Foyer. To the left there're two pillars,
tap them for money and a Gold Bar. Vacuum the
lamp for a blue gem and if you want to
save these stuff look to the left for a mirror.

When you're ready go forward and watch a long dialogue followed by a cut-scene where the Mario painting turns into a Bowser painting and King Boo together with Luigi will go into it.

Boss: King Boo and Bowser

After the cut-scene with the painting Luigi will be on the Roof and Bowser will jump down. A battle will now take place between Bowser or a robot/doll version of Bowser with King Boo inside against Luigi and his vacuum cleaner.

Bowser does different attacks depending on how close you are to him. If you're really close he either flame you or inhale you. The inhaling attack does extra much damage cause when he spits you out, he will then flame you too.

When you're too far away for him to hit you with one of these attacks he will throw three mines at you. These you have to use to defeat him. They will explode after a while so be careful and watch so he don't throw them right at you.

If you're really far away he will either do a jump attack or a rush attack. If he does the jump attack it's just to run around and hope that he doesn't hit you. And the dash attack is really nothing to worry about. Run you too and he won't be able to keep up.

If you try to go behind him he'll do a tailsweep. Here's my strategy. If you do it right you will get the goldframe, meaning you won't lose more than 10 HP.

Move the battle from right to left and from left to right, between the pillars. Don't go wandering so you can't get a good view. First place yourself at such a range from Bowser that he can't reach you with his close-range attack but instead so he throws mines at you. Stand with your vacuum cleaner sucking and let one of the mines get stuck on the mouth-piece.

When you get, one Bowser will probably rush towards you and stop right before you. Go back a little and you'll see him raising his head. Just when he's about to attack release R and hit him with the mine. Be sure not to be too close or the explosion will hit you too.

After the attack Bowser's head will blow off(!) and King Boo will come out with a whoppin' 500 HP. Start vacuuming like normal while you avoid the ice balls from Bowser's head. Do like this, stand still vacuuming and when an ice ball's about to come move a little.

If you're good you'll be able to vacuum around 150 HP before he goes back into Bowser and keeps attacking as usual.

When you reach the edge of the roof, just go around the big lizard and keep moving the battle to the opposite direction. When King Boo's lost around 350 HP when he goes back into the Bowser, Bowser's head will get on backwards and he'll do a berserk attack. Watch the pattern and avoid the attacks.

Here comes the only difference between Bowser in "The Mansion" and in "The Hidden Mansion". Kinda lame really. In "The Hidden Mansion" some of the mines will flicker more rapidly which mean that they blow up almost the instant you get them on your mouth piece so avoid these at all cost and wait for the regular mines. Of course Bowser'll do twice as much damage also. Watch the inhaling attack will take away half your HP.

When you've vacuumed King Boo's 500 HP you'll receive his crown that holds a red diamond. And you can watch the ending, you've finished Luigi's Mansion! Congratulations!

7.0 The Ghosts

Read about detailed descriptions of every ghost in Luigi's Mansion here.

=====
7.1 Ordinary ghosts
=====

The ordinary ghosts are the ones that aren't Portrait ghosts or Boos. They are the ones you encounter in the dark rooms and corridors and that's only there to bug you. Some of them have 0 HP and some can have up to 40 HP. I've names them all myself, but I've used names that the reader can associate with the ghost. For example the only orange ghost in the mansion has got the mane Orange Ghost.

Recently I've found out the real names of the ghosts thanks to Boo Destroyer, a Message Board user at GameFAQs.com. I've chosen not to change my made-up names because I think they're needed for you to able to associate with the right ghost through out the FAQ. I will include them below, though. Thank You Boo Destroyer!

Let's get it on!

Orange Ghost

HP: 10

Damage: 5

Damage in "The Hidden mansion": 10

Description: It's a small, round orange ghost which is kinda cute.

Attack: It flies to Luigi pretty slowly then it punces by spinning around.

How to defeat: One of the easiest ghosts in the game. Simply stun it and vacuum it.

Special note: -

Official Name: Gold Ghost

Pink Ghost

HP: 20

Damage: 10

Damage in "The Hidden mansion": 20

Description: It's taller than the orange ghost and it's thin. Of course it's pink.

Attack: It dashes toward Luigi when it attacks. So watch where it aims and then move aside.

How to defeat: Watch it attacks and then attack it normally.

Special note: -

Official Name: Purple Puncher

Blue Ghost

HP: 30

Damage: 10

Damage in "The Hidden mansion": 20

Description: A fat, tall and blue ghost that looks kind of dumb.

Attack: It flies to Luigi then it slams its fists on the ground which causes some kind of damaging earthquake.

How to defeat: Like above. Do it before it does its earthquake attack.

Special note: -

Official Name: Blue Twirler

Banana Ghost

HP: 40

Damage: 10

Damage in "The Hidden mansion": 20

Description: A large, dumb looking,

banana eating, green ghost.

Attack: It can't harm you directly though the banana skins it throws can do some damage.

How to defeat: Watch its banana skins and attack normally.

Special note: Its banana skins make you slip all the time so ghost catching will be difficult. Try to vacuum its skins when it throws them. It also throws the skins when it's being captured by the vacuum cleaner.

Official Name: Garbage Can Ghost

White Grabber

HP: 10

Damage: 0

Damage in "The Hidden mansion": 0

Description: A creepy little fellow who floats slowly in the air. Of course it's white. It has a kind of lying position.

Attack: When it comes near enough Luigi, it grabs hold of him.

Tilt the control stick forward and back to shake it lose.

How to defeat: Like above but don't let it get too near.

Special note: These fellows can be annoying if there're many of them.

Official Name: Same as above

Red Grabber

HP: 20

Damage: It varies

Damage in "The Hidden mansion": It varies

Description: A creepy little fellow who floats slowly in the air. Of course it's white. It has a kind of lying position.

Attack: When it comes near enough Luigi, it grabs hold of him and drain his HP.

Tilt the control stick forward and back to shake it lose.

How to defeat: Like above but don't let it get too near.

Special note: These fellows can be annoying if there're many of them.

Official Name: Same as above

Light Blue Grabber

HP: 20

Damage: It varies

Damage in "The Hidden mansion": It varies
Description: A creepy little fellow who floats slowly in the air. Of course it's white. It has a kind of lying position.
Attack: When it comes near enough Luigi, it grabs hold of him and drain his HP. Tilt the control stick forward and back to shake it lose. The only difference from the red one is that he's invisibe. But you can see him in mirrors.
How to defeat: Like above but don't let it get too near.
Special note: These fellows can be annoying if there're many of them. Keep watching the mirror and stay focused.
Official Name: Same as above

Purple grabber

HP: 20
Damage: It varies
Damage in "The Hidden mansion": It varies
Description: A creepy little fellow who floats slowly in the air. Of course it's white. It has a kind of lying position.
Attack: When it comes near enough Luigi, it grabs hold of him and drain his HP. Tilt the control stick forward and back to shake it lose. The only difference between the purple and red one is that the purple is invisible. But you can see its shadow.
How to defeat: Like above but don't let it get too near.
Special note: These fellows can be annoying if there're many of them. Stay focused and watch the shadows.
Official Name: Same as above

Fire Elemental Ghost

HP: 10
Damage: 5
Damage in "The Hidden mansion": 10
Description: Just like Orange ghost but it's white with a fire icon in the middle.
Attack: Like Orange ghost
How to defeat: First get rid of the fire icon by spraying water at him. Get water elemental from sinks and toilets. When his icon is gone you can either continue to spray water or stun and vacuum him normally.
Special note: Remember not to spray

water until its HP reaches 0 if
you've got many of these fellows to
defeat.

Official Name: Temper Terror

Ice Elemental Ghost

HP: 20

Damage: 10

Damage in "The Hidden mansion": 20

Description: Just like Pink ghost
but it's white with an ice icon in
the middle.

Attack: Like Pink ghost.

How to defeat: First get rid of the
ice icon by spraying fire at him.

Get fire elemental from candles
and burning pedestals. When his
icon is gone you

can either continue to spray fire
or stun and vacuum him normally.

Special note: Remember not to spray
fire until its HP reaches 0 if
you've got many of these fellows to
defeat.

Official Name: Flash

Water Elemental Ghost

HP: 30

Damage: 10

Damage in "The Hidden mansion": 20

Description: Just like Blue ghost
but it's white with a water icon in
the middle.

Attack: Like Blue ghost.

How to defeat: First get rid of the
water icon by spraying ice at him.

Get ice elemental from refrigerators
and frozen buckets. When his icon
is gone you can either

continue to spray ice
or stun and vacuum him normally.

Special note: Remember not to spray
ice until its HP reaches 0 if
you've got many of these fellows to
defeat.

Official Name: Blue Blaze

Mr. Bones

HP: 30

Damage: 5

Damage in "The Hidden mansion": 10

Description: A skeleton. Is there more to say?

Attack: It's mostly stationary and it attacks by throwing bones at Luigi.

How to defeat: Stun and vacuum.

Special note: It's very light sensitive.

Official Name:

Shyguy Ghost

HP: 20

Damage: 10

Damage in "The Hidden mansion": 20

Description: A Shyguy as a ghost.

The mask is of course there and you can find it in different colours.

Attack: It often dances around in pairs until Luigi gets near. Then they attack with spears. If you've defeated one of them the other will attack directly.

How to defeat: First aim the vacuum at its mask and when you've vacuumed it aim your flashlight at its face to stun him, then vacuum him again.

Special note: -

Official Name: Same as above

Waiter Ghost

HP: 10

Damage: 0

Damage in "The Hidden mansion": 0

Description: It's a small light blue Waiter Ghost that gives the big glutton Mr. Luggs his food.

Attack: -

How to defeat: Light sensitive.

Attack normally.

Special note: If you don't defeat these Mr. Luggs will be more difficult.

Official Name: Same as above

Money Ghost

HP: 10

Damage: 0

Damage in "The Hidden mansion": 0

Description: Looks like Orange ghost

but they're light blue instead.

Attack: -

How to defeat: Vacuum

Special note: These fellows give you a lot of money, look in the "Money Ghost Locations" for futher details.

Official Name: Speedy Spirit

Yellow Ghost

HP: 0

Damage: 5

Damage in "The Hidden mansion": 10

Description: It look similar to Orange ghost but it's yellow instead.

Attack: It's always stationary and to attack, instead it throws a slow-going ball in Luigi's direction. Kinda easy to avoid if you're not too close.

How to defeat: Stun and vacuum or use an element.

Special note: Appears mostly in corridors.

Official Name: Bowling Ghost

White Dropper

HP: 0

Damage: 0

Damage in "The Hidden mansion": 0

Description: A white ghost that drops from the ceiling and waves its arms while it's laughing.

Attack: -

How to defeat: Vacuum or defeat with an element.

Special note: Can't harm you. Its purpose is to scare Luigi and cause chaos while you take on the more difficult ghosts.

Official Name: Ceiling Surprise

Bomb Dropper

HP: 0

Damage: Indirectly 5

Damage in "The Hidden mansion": Indirecly 10

Description: A purple ghost that drops from the ceiling and waves its arms.

Attack: Drops a bomb.

How to defeat: Watch the bomb and then use your vacuum cleaner or an element.

Special note: He can't harm but his

bombs can...

Official Name: Purple Bomber

Blue Mouse

HP: -

Damage: 5

Damage in "The Hidden mansion": 10

Description: A very small blue mouse.

Attack: It comes out of walls and runs across the floor. When they reach a wall it go into it and disappears. It mostly shows up in the corridors but they like to hang out in some of the rooms.

How to defeat: Simply vacuum them or use some element.

Special note: -

Official Name: Same as above

Purple Mouse

HP: -

Damage: 5

Damage in "The Hidden mansion": 10

Description: A very small purple mouse.

Attack: It comes out of walls and runs across the floor. When they reach a wall it continues to run up the wall and ceiling. It mostly shows up in the corridors but they like to hang out in some of the rooms.

How to defeat: Simply vacuum them or use some element.

Special note: -

Official Name: Same as above

(Thanks to Luigi Kong for clearing some stuff up for me)

Golden Mouse

HP: -

Damage: 0

Damage in "The Hidden mansion": 0

Description: A golden version of the mouse.

Attack: -

How to defeat: Vacuum

Special note: This fellow gives you a lot of money. Look in the "Golden Mice Location" for further details.

Don't use elements.

Official Name: Same as above

Yellow Bat

HP: -
Damage: 5
Damage in "The Hidden mansion": 10
Description: A bat available in yellow and purple.
Attack: When Luigi trys to vacuum it, it will start to attack him. They're bumping into the poor plumber. (Hangs in the ceiling)
How to defeat: Vacuum or element
Special note: -
Official Name: Same as above

Purple Bat

HP: -
Damage: 5
Damage in "The Hidden mansion": 10
Description: A bat available in yellow and purple.
Attack: When Luigi passes by, it will start to attack him. They're bumping into the poor plumber. (Hangs in the ceiling)
How to defeat: Vacuum or element
Special note: -
Official Name: Same as above

(Thanks to Luigi Kong for clearing some stuff up for me)

Blob

HP: -
Damage: 5
Damage in "The Hidden mansion": 10
Description: A blob that comes in different colours.
Attack: It floats around in the air and sometimes it dives at you.
How to defeat: Vacuum or element.
Special note: -
Official Name: Flying Fish

Bomb

HP: -
Damage: 10
Damage in "The Hidden mansion": 20
Description: A red bomb that comes out of the wall.
Attack: It explodes after a couple of seconds or when Luigi bump into it.

How to defeat: Water it or wait until it explodes.

Special note: If you spray fire at it, it will explode instantly.

Official Name: Spirit

Fire Ghost

HP: -

Damage: 0

Damage in "The Hidden mansion": 0

Description: A very small blob that's made of fire. Comes out of candles and other hot places if you vacuum them.

Attack: -

How to defeat: Vacuum it.

Special note: When vacuumed Luigi gets fire element. Shows up after you've got the Fire Elemental Medal.

Official Name: Same as above

Water Ghost

HP: -

Damage: 0

Damage in "The Hidden mansion": 0

Description: A very small blob that's made of water. Comes out of sinks and other wet places if you vacuum them.

Attack: -

How to defeat: Vacuum it.

Special note: When vacuumed Luigi gets water element. Shows up after you've got the Water Elemental Medal.

Official Name: Same as above

Ice Ghost

HP: -

Damage: 0

Damage in "The Hidden mansion": 0

Description: A very small blob that's made of ice. Comes out of candles and other cold places if you vacuum them.

Attack: -

How to defeat: Vacuum it.

Special note: When vacuumed Luigi gets ice element. Shows up after you've got the Ice Elemental Medal.

Official Name: Same as above

=====

7.2 Portrait Ghosts

=====

The Portrait Ghosts are the ghosts in the mansion that have quite a distinct look. It is often these you have to defeat to move on in the game but some of them are optional. Every one of them must be defeated with individual strategies. It's much more fun to discover the strategies yourself but if you feel like it use my guide below. But it's not only strategies it's also descriptions.

Every one of these have 100 HP and as you're vacuuming them, they drop pearls. The larger the pearls are the more money you'll get for them. The large pearl gives you 1,000,000 the medium one gives you 100,000 and the smallest gives you 50,000. By getting pearls you also get different frames on the portrait that the Portrait Ghost will become. A large will give you a gold frame, at least one medium gives you a silver frame and none at all or at least one small pearl gives you a bronze frame.

If you manage to vacuum around 90 HP of the ghost in one try, you will receive one large pearl. If you manage to vacuum 50 HP in one try the portrait ghost will give you medium pearls. The small pearls will be dropped all the times until you've vacuumed at least 50 HP in one try. If you manage to vacuum a ghost in one try you'll first get four small pearls and when you've vacuumed 50 HP four medium pearls will be dropped and when you've reaches around 90 one large pearl will be dropped. Let's say you've vacuumed 30 HP off a ghost so he's down to 70 HP he has only dropped smallpearls. When you try again you have to get him down to 20 HP if you want any medium peals and of course you cannot get any large pearl. Of course I don't have to say how much more money you earn if you get one large pearl, 4 medium and 4 small than no large and many small and medium ones.

Vacuumed HP	Pearl dropped	G Earned	Sum
10	Small Pearl	50,000	50,000
20	Small Pearl	50,000	100,000
30	Small Pearl	50,000	150,000
40	Small Pearl	50,000	200,000
50	Medium Pearl	100,000	300,000
60	Medium Pearl	100,000	400,000
70	Medium Pearl	100,000	500,000

80	Medium Pearl	100,000	600,000
90	Big Pearl	1,000,000	1,600,000
_____	_____	_____	_____

If you aim for gold frames/large pearls on all ghosts do try to get it in "The Hidden Mansion". In that mansion your vacuum cleaner is much more powerful than in the ordinary mansion. But if you do want to get goldframes in the "Mansion" I have some pointers.

- Carefully watch the vacuuming-beam. Always press in the precise opposite direction of which the beam is aiming.
- Try to draw the controlstick forward and back in the area where you think is the precise area. Especially when it comes to the ghosts that move very quickly.
- Avoid being drawn around the room too much because then you'll lose the ghost in notime.
- Avoid obstacles like chairs and tables because then the ghost will disappear instantly. Meaning, don't let an obstacle come between you and the ghost.
- Catching Sir Weston, the iceman is almost impossible in "The Mansion" (in my opinion) so if you're not absolutely obsessed of catching him in "The Mansion" do it in the "The Hidden Mansion".

Ghost description:

The Bookish Father

Neville

42 Years Old

Neville spends his afterlife reading all the books he missed while living.

Room: Study 2F

What he does: Reading

Comment: (Ho ho ho ho... Go ahead, try to find me! I can see you but you cannot see me. Ho ho ho ho...)

Strategy: One of the easier Portrait Ghosts.

Place your back against him and when he starts to yawn turn around and stun him and then vacuum him.

Ghost description:

The Mirror-Gazing Mother

Lydia

34 Years Old

She's stashed her secret savings away to prepare for her long afterlife.

Room: Master Bedroom 2F

What she does: Gazing in the mirror.

Comment: (Isn't my hair just gorgeous?

Of course, I do spend a lot of time on it. I was so bored cooped up in that painting...

Now I spend all my time in front of the mirror. It seems to scare people, though, so everything is coming up roses!)

Strategy: Go to the right curtain and vacuum it aside so the wind will blow in. Then Lydia's heart will be showing, quickly stun her and vacuum her.

Ghost description:

The Spoiled Baby

Chauncey

1 Year Old

He cires loudly and never sleeps through the night, but since he was born a ghost, this seems natural.

Room: Nursery 2F

What he does: Sleeping

Comment: (Horse... rocky... horsey)

Strategy: Look in the "Boss" section.

Ghost description:

The Dancing Couple

The Floating Whirlindas

??? Years Old

Once the local waltzchampions, they can no longer compete since their feet don't touch the floor.

Room: Bal Room 1F

What they do: Dancing

Comment, the man: (So you can see me? Well that may be, but you will never find my weakness!)

Comment, the woman: (I don't think this gent can
even see us!)

Strategy: When you've defeated all the
Shyguys they will appear. Stand on the
same rotating platform as they with your
back turned to them so you get a clear
view. Then when the man's heart is
showing start the vacuuming.

Ghost description:

The Wandering Butler

Shivers

72 Years Old

He wanders the house endlessly
searching for his master's will.
He hopes he's included in it!

Room: The 1F corridor - Butler's Room

What he does: Wanders around in the
1F corridor.

Comment: (Ah, the beautiful Melody
will not even give me the
time of day... What must I do
to vain her? Passion! Yes!
That's it! I will show her I burn
for her! My unbridled passion
will scorch her soul!)

Strategy: When you've got the fire
elemental and got the key from the
Fortune-Teller's Room, unlock the
Laundry Room. Then go to the floating
candlestick in the 1F corridor and light
it with your fire. The ghost that shows
up will run through the Laundry Room
into the Butler's Room. Follow him and
when he sits on the lit firestick,
start vacuuming him.

Ghost description:

The Beautiful Pianist

Melody Pianissima

26 Years Old

Despite playing moving melodies,
she has a surely disposition. Oddly
enough she loves video games.

Room: Conservatory 1F

What she does: Playing the piano.

Comment: (Hmph! This vagamuffin looks as
if he couldn't play a note!)

Strategy: Press A on all the instruments
in the room so they'll start playing

and notes will come out of them. Then go the piano and Melody will show up. She will play a melody and give you three alternatives. Answer "Water" if you're allowed to choose between "Water", "Sky" and "Err, I don't know". answer "Super Mario Bros. 3" if you're allowed to choose between "Mario Bros.", "Super Mario World" and "Super Mario Bros. 3". When you've answered correctly a battle against her music sheets will start. Vacuum them all up and you'll be able to vacuum Melody. Try keeping her in the side of the room where the piano stands and you'll surely be able to vacuum her in one try.

Ghost description:

The Freaky Fortune-Teller

Madame Clairvoya

??? Years Old

Her close connection to the spiritworld lets her see nearly 49 days into the future.

Room: Fortune-Teller's Room 1F

What she does: Sitting and waiting for someone to tell fortunes.

Comment: (Destiny chooses our paths...)

Strategy: To be able to vacuum her you must fulfill some tasks first. You must let her examine all of Mario's dropped items. You can find them here.

Mario's hat: In the laundry machine, Laundry Room, 1F.

Mario's letter: In the nesting box, Courtyard, 1F.

Mario's star: Blow up the moon, Observatory, 2F.

Mario's glove: Beat all the ghosts in the Projection Room, 1F.

Mario's shoe: Beat the Twins in the Twin's Room, 2F.

When you've let her examine all of the stuff it's just to vacuum her.

Ghost description:

The Glutton

Mr. Luggs

30 Years Old

He prefers all-you-can-eat buffets to three meals a day. He ate himself to death but still wasn't satisfied.

Optional

Room: Dining Room 1F

What he does: Eating

Comment: (No can see me in this darkness! No one no one no one noooooo-one)

Strategy: First get the fire elemental and light the candles on the table with it, all the candles. Then start vacuuming his caramel custard on the table. When some of it are gone, two blue servant-ghosts will appear to serve him more of his desert. Defeat the light sensitive servants first so they won't disturb you any longer. Then start vacuuming all his caramel custard and he will attack you with fireballs. They're slow and easy to avoid. Just use the sidestep control and move from side to side while you're aiming the flashlight at Mr. Luggs. After a while he gets tired of attacking you and he lies down to rest and then you can vacuum him. He may be hard to get in one try. Keep focused and don't let him drag you and you'll get him.

Ghost description:

The Hungry Guard Dog

Spooky

4 Years Old

This creepy canine will sink its chops into any seemingly edible thing in sight.

Room: Boneyard 1F

What it does: Sleeping

Comment: (Woof woof woof!)

Strategy: He'll sleep at first so shine your flashlight at him until he wakes up. Then he will "play" with you. Avoid his attacks three times. Do it by watching him. When he stops for a while, move aside and the dog will miss you. After three failed attacks from the dog or (one succesful) Mr. Bones will show up. He will start throwing bones at you. Avoid the bones and attack him as an ordinary ghost. When Mr. Bones is defeated he'll leave one bone which Spooky will

start chewing on. Then it's your
chance to catch him.

Ghost description:

The Cementary Shadow

Bogmire

??? Years Old

A product of the mansion's fear and
despair, he's not sure what to fear
or what to despair of these days.

Room: Graveyard 1F

What he does: Resting in his grave.

Comment: -

Strategy: Check the "Boss" section.

Ghost description:

The Bodybuilder

Biff Atlas

26 Years Old

This kind bodybuilder loves
muscles and lilies. Why lilies?
They symbolize purity.

Optional

Room: Rec. Room 1F

What he does: Exercising

Comment: (Look at this buffness! I'm
huge! How'd you like to be my
punching bag, weakling?)

Strategy: Punch one of the punchbags
by pressing A on them. Punch it so
it hits Biff Atlas. Do this three times
to be able to vacuum him. After the
first hit he will slowly move towards
Luigi and give him a punch so be sure
to go behind a punching bag to deliver
the second punch. After the second
punch he will go berserk so be quick
to go to another punch bag and give
mr. Atlas the last punch. Try for
heaven's sake to keep this fellow in
one part of the room while your
vacuuming him. If you fail to vacuum
him in one try and wish to continue
and don't care to do in one try you
only have to punch him once.

Ghost description:

The Bathing Beauty

Miss Petunia

??? Years Old

The Miss Ghost runner-up

from six years ago, she hasn't
had much modeling work lately.

Room: Bathroom 2F

What she does: Bathing

Comment: (Ahh... a piping hot shower!)

Strategy: To get her you must first
draw away the curtain with your vacuum
cleaner aside and then spray ice with
your ice elemental on her bathtub.

She might attack you with water
if you don't spray ice right away. Then
she will sneeze and you can start
vacuum her. When you've cleared the
relative easy vacuuming it's time to get
the pearls as usual, only this time
there's some behind the bath and it's
a little tricky to get them. You must
suck them up so you hear them tingle
then aim your vacuum
cleaner up so the pearls follow over
the edge of the bathtub.

Ghost description:

The Scarf-Knitting Granny

Nana

76 Years Old

She's still knitting the scarf

she never finished in life.

It now stretches to 871 feet (365 m).

Room: Nana's Room 2F

What she does: Knitting

Comment: (Hey, it's a funny man.

Should I play with him?)

Strategy: A basket of yarn lies next to
Nana. Tap it and the three balls of
yarn will fall to the floor. Vacuum one so
it gets stuck on your mouthpiece, then try
to shoot it at Nana who will be going
around in circles. Then do the same with
the next ball of yarn and Nana will shoot
laser beams at you from her eyes. Cool!
When you've hit her with that, take up the
last one and Nana will both go around in
circles and shoot laser beams. You can
vacuum her after three hits. If you fail to
vacuum her in one try you won't have to shoot
any more yarn balls at her, it's just to
vacuum her again. Try keeping her in the
same side of the room. If you miss any ball

she'll disappear and you must go in to the room again and start over.

Ghost description:

The Lonely Poolshark
Slim Bankshot
29 Years Old

Optional

Slim's a legend in the world of competitive pool. Too bad he's never played a living soul.

Room: Billiard's Room

What he does: Playing pool

Comment: (You want some of this?)

Strategy: Slim plays pool and he keeps on shooting away his billiard balls. And they just come back after they've bounced around the room for a while. Your task is to shoot three of the balls at him and then vacuum him. Use your vacuum cleaner to get the balls on your mouthpiece and then shoot them at the floating stick and you'll hit the ghost. No problem getting this sucker in one try.

Ghost description:

The Twin Brothers
Henry and Orville
5 Years Old

The twins like to play hide and seek, but since they both hide the game never seems to end.

Room: Twin's Room 2F

What they do: Playing hide and seek

Comment: -

Strategy: Take your vacuum cleaner and aim it at one of the choppers in the circular thing in the ceiling. Then go around with Luigi in a circular motion so the thing spins around. The twins will show up in a short while. They want to play with you, hide and seek. Go out of the room, even though they're ghost they need to hide. They'll send you into the room again and you'll see five packages. In two of them the twins are hiding. If you choose wrong you must repeat the whole process. To see which packages that holds the twins you must vacuum the packages. Those that holds the twins shake when you vacuum them so open these with A and a battle will begin. The blue twin will drive a car around the room

and the red one will drive a plane and drop bombs.
Watch the red's shadow. I'd recommend to take the blue ghost first because it's much harder to catch the red ghost when the blue one is going around on the ground. Note that the blue twin does not drop any pearls so you can drop him many times and get a gold frame either way.

To get a twin in the vacuum cleaner, vacuum its vehicle until they fall off it and you can start vacuuming the ghost. When you try to catch the blue ghost watch the red one's shadow carefully. Then just take the red one, it shouldn't be much problem.

Ghost description:

The Jumbo Ghost
Boolossus
??? Years Old

When the shy, timid Boos get together, their body and thier attitude get BIG!

Room: Balcony 3F
What they do: Dancing
Comment: -
Strategy: Check the "Bosses" part.

Ghost description:

The Jar Collector
Jarvis
??? Years Old

Optional

He loves his antique jars so much that he now lives in one. He can hardly contain himself!

Room: Ceramics Studio 3F
What he does: Hiding in a jar.
Comment: -
Strategy: Start by getting ice elemental from the frozen jar, then start checking all the vases, you'll receive lots of money and a red gem.

After a while the Portrait Ghost Jarvis will show up from one of the jars. He will challenge you to a game where you should freeze him seven times. It's really easy and when you've done it you'll be able to vacuum him. Watch out for the vases that come flying. But it's not too hard to catch him in one try.

Ghost description:

The Dozing Girl

Sue Pea

7 Years Old

Optional

What was meant to be a short nap seems to have turned into eternal rest for sweet Sue Pea.

Room: Guest Room 2F

What she does: Sleeping

Comment: (I won't wet the bed...
I promise.)

Strategy: This room is upsidedown. It looks kind of strange because a girl is lying in the bed but the bed is in the ceiling. She's a Portrait Ghost named Sue Pea. First she's a little threatening. And your job is now to spray water at her three times and then vacuum her. Aim high.

But to vacuum her in one try is really difficult. She's second only to the iceman Sir Weston in difficulty and I wouldn't try to catch her in "The Mansion" and do it instead in "The Hidden Mansion". In one try then I mean.

But here are some pointers if you really want to do it. It's possible but will take a few to many tries. As you can see the room is divided into two parts. Try to keep her in one part and if you have to switch side be sure not to let her draw you ever the ceiling lamp because then you will lose her. While you're doing this keep looking at the teddy bears all the time, because these will fly at you and you must avoid them or you'll drop Sue. Watch the beam all the time so you can tilt the control stick in the opposite direction.

Ghost description:

The Starving Artist

Vincent Van Gore

59 Years Old

Despite failing to sell a single painting in 30 years, this stubborn man refuses to let his art die.

Room: The Artist's Studio 3F

What he does: Painting

Comment: (Now does he grasp zee power
of my crations?)

Strategy: First you'll see a cut-scene with
Vincent Van Gore
and he's a little grumpy so he summons a lot of
ghosts from his paintings. You'll have to fight
three each attack in "The Mansion" and five in
"The Hidden Mansion". They come in this order.
Orange Ghosts
Pink Ghosts
Blue Ghosts
Red Grabbers
Shyguy Ghosts
Banana Ghosts
Bomb Droppers
Try to attack all at once for extra hearts.
Then attack Vincent Van Gore. He's surprisingly
easy to get in one try.

Ghost description:
Hermit of the Darkness
Uncle Grimmly
45 Years Old

Adrift in the darkness, he tends
to keep to himself, which suits
the rest of the family just fine.

Room: Wardrobe Room 2F
What he does: Standing
Comment: (Nobody will find me because
I'm old, cranky and, by gum
people are afraid of me!)

Strategy: Uncle Grimmly will stand
near the mirror in the Wardrobe Room.
Stay with your back against him and
when he raises his arms and says
BOOOOOOOO! turn around and start
vacuuming. He's easy to catch in
one try.

Ghost description:
The Toy Platoon
Clockwork Soldiers
??? Years Old

They once belonged to a tightly-wound
toy collector but now they march
on their own without any minding.

Room: Clockwork Room 3F
What they do: Guarding
Comment: Green: (The valve... The valve...)
Blue: (Squeak squeak)

Pink: (Heyyyyyy, stoooooppp
lookkkinnnggg at meeee!)

Strategy: Then you'll see three clocks spread out through the room. Go and press A at all on them so they start playing and you'll be attacked by Portrait Ghosts, The Toy Platoon. They will shoot their toy guns at you and it stings. Lucky you, you don't have to vacuum all three at once because it's only the one in the middle, the blue one that gives you pearls. So be sure to vacuum the green and pink first. You can drop them how many times you want but you have to be more focused when you're gonna capture the blue one. They all count as one Portrait Ghost.

Ghost description:

The Chilly Climber
Sir Weston
30 Years Old

This strange fellow's icy abode may be the reason he hasn't warmed up to being a ghost.

Room: Cold Storage

What he does: Standing

Comment: (Darn, I love the cold, I mean,
I just plain love it!)

Strategy: I consider it impossible to catch him in one try and have therefore never done it. I've spend hours trying. However you have to catch him either way even if you don't do it one try. This is how to do it.

Get fire elemental from the camp fire and then light the camp fires in the corner. Sir Weston will show up and yell on you. He will then start shooting ice at you. Avoid them but watch it, it's slippery. Icicles will fall from the roof and they hurt you bad. Start spraying fire at Sir Weston until he melts and you can start vacuuming him. Watch the icicles and keep tilting the stick in the opposite direction which Luigi's aiming and you'll get him soon, perhaps not in one try though.

=====
7.3 Boos
=====

The Boos are the ghosts which you aren't able to catch before you've visited the Storage Room. They are the round white classic Mario ghosts and they look more

cute than scary.

You can only catch these in rooms you've lit and you can find one in every room with a few exceptions. In the bathrooms and washrooms there aren't any, not in any outdoor place and not in the Observatory. No one's in the corridors either.

Now for some Boo catching basics. When you go into a lit room where there's a Boo, a dot on top of your Game Boy Horror will have different colours.

Blue: There's no Boo in the room.

Blinking Yellow: There's a Boo in the room and it blinks more rapidly the closer you are.

Blinking Red: You're next to a Boo.

Vacuum the place or tap A to lure the Boo out.

When you've found the place to lure the Boo out, one of three things will come out.

A Ball: The Boo fooled you, the ball is used for nothing.

A Bomb: The Boo fooled you here too. The bomb will explode so watch it.

A Boo: The Boo will come out and the "battle" will begin.

When you've lured out a Boo it will have between 30-300 HP which you must drain away with your vacuum cleaner. Aim your vacuum cleaner at the ghost and vacuum. The HP will be drained and when it reaches 0 the Boo will be vacuumed and you're offered to save.

However the difference between the catching of a Boo and an ordinary ghost is that the Boo isn't caught in the vacuum beam. It can easily flee and often it flees into another room. It can go through walls, you cannot so you must often travel long ways to pursue a Boo.

If you wait too long without following a Boo a laugh will be heard and the Boo has hidden in the room where it has fled to. The Boo will of course have the same HP as you've drained when you meet it again, but if you restart the game it will be back in its original position with full HP.

A laughter will also be heard if you try to look for a Boo in a room too long. Then the Boo will choose another hiding place in the

room. The Boo will also laugh and change hiding place if you've found a ball or a bomb instead of a Boo.

Corridors then. The Boo can be hunt into a corridor but this is not too smart. They will often instantly flee directly into another room and what happens if it flees into a room which you haven't unlocked? You'll have to restart the game or wait until you have got that key. The Boo's position is reset to its original position if you've hunted it to another room and then restarted your game, also the HP is reset.

The Boos are often very strong in the corridor for often the corridors aren't lit and Boos don't like the light. When it's dark the HP draining process is much slower and the Boo is much faster.

If you've hunted a Boo into a corridor and then wait in the room for a while a laughter will be heard and the Boo will change its position. Often it goes into the room in the other side of the corridor but sometimes it actually comes back into the room you're in, but it stays in the wall and quickly goes back into the corridor.

In the mansion there's a total of 50 Boos, 51 if count King Boo. Down below is a list of all the Boo's comments and HP, might be interesting for someone I thought. The Boos HP varies between "The Mansion" and "The Hidden Mansion".

The comments work like this. When you lure a Boo out it will say something. When you do this the first time it will say something to introduce itself. For example Boolicious will say: "I'm the yummy Boolicious!". If he gets out of the room and into another and you won't get to the room within 15 seconds he will hide again. When you lure him out again he'll say his second comment. If you repeat the process he'll say his third comment and then his fourth. If you let him hide a fifth time he'll be out of stock in comments and start over with his second comment, then his third and so on. All Boos's got individual comments but the principle is the same for all of them.

A Boo never repeats its first comment because that comment always introduces it. If you've lured out a Boo once and then save and quit it will always start with the second comment when you lure it out again.

15 of the 50 Boos are apart of a boss so

I haven't listed those.

1. BamBoo

Boo's location: Parlor 2F

Boo's first comment: "I am BamBoo, if you please?"

Boo's second comment: "BamBoo: Wham! Bam! Boo!"

Boo's third comment: "BamBoo: I'll slamboo you!"

Boo's fourth comment: "BamBoo: Stay away from me!"

Boo's HP in "The Mansion": 30

Boo's HP in "The Hidden Mansion": 150

2. Bootha

Boo's location: Anteroom 2F

Boo's first comment: "Looking for me? Bootha!"

Boo's second comment: "Bootha: You misstake me, sir."

Boo's third comment: "Bootha: I don't even know you!"

Boo's fourth comment: "Bootha: Don't you ride my bus?"

Boo's HP in "The Mansion": 50

Boo's HP in "The Hidden Mansion": 60

3. GameBoo Advance

Boo's location: Wardrobe Room 2F

Boo's first comment: "Wanna play GameBoo Advance?"

Boo's second comment: "GameBoo Advance: I rule!"

Boo's third comment: "GameBoo Advance: Advanced!"

Boo's fourth comment: "GameBoo Advance: Game to go!"

Boo's HP in "The Mansion": 50

Boo's HP in "The Hidden Mansion": 40

4. TaBoo

Boo's location: Study 2F

Boo's first comment: "Speak not my name, TaBoo!"

Boo's second comment: "TaBoo: Hush your mouth!"

Boo's third comment: "TaBoo: Keep quiet!"

Boo's fourth comment: "TaBoo: Shut up, SHUT UP!"

Boo's HP in "The Mansion": 30

Boo's HP in "The Hidden Mansion": 60

5. Boolicious

Boo's location: Master Bedroom 2F

Boo's first comment: "I'm the yummy Boolicious!"

Boo's second comment: "Boolicious: Fries with that?"

Boo's third comment: "Boolicious: Side order of fear?"

Boo's fourth comment: "Boolicious: Time to snack out!"

Boo's HP in "The Mansion": 30

Boo's HP in "The Hidden Mansion": 40

6. TurBoo

Boo's location: Nursery 2F

Boo's first comment: "I'm TurBoo, and off I go!"

Boo's second comment: "TurBoo: Start your engines!"

Boo's third comment: "TurBoo: Checkered flag!"

Boo's fourth comment: "TurBoo: I need a pit stop!"

Boo's HP in "The Mansion": 50

Boo's HP in "The Hidden Mansion": 30

7. Boo La La

Boo's location: Bal Room 1F

Boo's first comment: "Allo, I am Boo La La!"

Boo's second comment: "Boo La La: I am... so fine."

Boo's third comment: "Boo La La: Tres belle, moi!"

Boo's fourth comment: "Boo La La: You may admire me."

Boo's HP in "The Mansion": 60

Boo's HP in "The Hidden Mansion": 80

8. GameBoo

Boo's location: Storage Room 1F

Boo's first comment: "Just call me GameBoo!"

Boo's second comment: "GameBoo: I'm everywhere!"

Boo's third comment: "GameBoo: I can't be stopped!"

Boo's fourth comment: "GameBoo: I'll always be here!"

Boo's HP in "The Mansion": 50

Boo's HP in "The Hidden Mansion": 60

9. Kung Boo

Boo's location: Mirror Room 1F

Boo's first comment: "Feel the wrath of Kung Boo!"

Boo's second comment: "Kung Boo: Wanna fight!"

Boo's third comment: "Kung Boo: I am the master!"

Boo's fourth comment: "Kung Boo: No pain, no gain!"

Boo's HP in "The Mansion": 40

Boo's HP in "The Hidden Mansion": 50

10. Boogie

Boo's location: Laundry Room 1F

Boo's first comment: "Yow! Get down! I'm Boogie!"

Boo's second comment: "Boogie: Do the Boo!"

Boo's third comment: "Boogie: Check these moves!"

Boo's fourth comment: "Boogie: Yeah! I'm feeling it!"

Boo's HP in "The Mansion": 40

Boo's HP in "The Hidden Mansion": 50

11. Peekaboo

Boo's location: Butler's Room 1F

Boo's first comment: "You found me, Peekaboo!"

Boo's second comment: "Peekaboo: You found me again!"

Boo's third comment: "Peekaboo: Nyuk, yuk! Not again!"

Boo's fourth comment: "Peekaboo: I love this game!"

Boo's HP in "The Mansion": 40

Boo's HP in "The Hidden Mansion": 100

12. Gumboo

Boo's location: Hidden Room 1F

Boo's first comment: "It's my own self, Gumboo!"

Boo's second comment: "Gumboo: "

Boo's third comment: "Gumboo:"

Boo's fourth comment: "Gumboo:"

Boo's HP in "The Mansion": 40

Boo's HP in "The Hidden Mansion": 50

13. Boomeo

Boo's location: Conservatory 1F

Boo's first comment: "Wherfore am I Boomeo?"

Boo's second comment: "Boomeo: How to flee from thee?"

Boo's third comment: "Boomeo: I feel thusly!"

Boo's fourth comment: "Boomeo: And I feel thatly!"

Boo's HP in "The Mansion": 40

Boo's HP in "The Hidden Mansion": 50

14. Boodacious

Boo's location: Dining Room 1F

Boo's first comment: "The name's Boodacious! Got it?"

Boo's second comment: "Boodacious: I'm cool like that!"

Boo's third comment: "Boodacious: Man, I'm saucy!"

Boo's fourth comment: "Boodacious: Better recognize!"

Boo's HP in "The Mansion": 80

Boo's HP in "The Hidden Mansion": 150

15. Booligan

Boo's location: Kitchen 1F

Boo's first comment: "Boy howdy, I'm Booligan!"

Boo's second comment: "Booligan: Most Wanted Boo!"

Boo's third comment: "Booligan: Reckon I'm rowdy..."

Boo's fourth comment: "Booligan: Let's get crazy!"

Boo's HP in "The Mansion": 80

Boo's HP in "The Hidden Mansion": 100

16. Booregard

Boo's location: Rec. Room 1F

Boo's first comment: "It is I, fair Booregard!"

Boo's second comment: "Booregard: Stop looking at me!"

Boo's third comment: "Booregard: I said STOP it!"

Boo's fourth comment: "Booregard: Dooooooooooooon't!"

Boo's HP in "The Mansion": 100

Boo's HP in "The Hidden Mansion": 100

17. Booangles

Boo's location: Tea Room 2F

Boo's first comment: "Jingle, jangle, Mr. Booangles!"

Boo's second comment: "Booangles: What did I do?"

Boo's third comment: "Booangles: What's with you?"

Boo's fourth comment: "Booangles: Chill out!"

Boo's HP in "The Mansion": 50

Boo's HP in "The Hidden Mansion": 60

18. LimBooger

Boo's location: Nana's Room 2F

Boo's first comment: "Sinky, stinky, LimBooger!"

Boo's second comment: "LimBooger: Gross! What reeks?"

Boo's third comment: "LimBooger: Nobody loves me!"

Boo's fourth comment: "LimBooger: Is that me?"

Boo's HP in "The Mansion": 100

Boo's HP in "The Hidden Mansion": 100

19. Booswoggle

Boo's location: Astral Hall 2F

Boo's first comment: "I'm Booswoggle, Ploosha!"

Boo's second comment: "Booswoggle: Neener nyah nyah!"

Boo's third comment: "Booswoggle: Oogidy boogidy!"

Boo's fourth comment: "Booswoggle: Wakity narf narf!"

Boo's HP in "The Mansion": 100

Boo's HP in "The Hidden Mansion": 80

20. Boohoo

Boo's location: Billiard's Room 1F

Boo's first comment: "Sniff... I'm Boohoo!"

Boo's second comment: "Boohoo: Why even bother..."

Boo's third comment: "Boohoo: I'm doomed..."

Boo's fourth comment: "Boohoo: I have no chance..."

Boo's HP in "The Mansion": 50

Boo's HP in "The Hidden Mansion": 80

21. ShamBoo

Boo's location: Projection Room 1F
Boo's first comment: "Fresh, clean... ShamBoo!"
Boo's second comment: "ShamBoo: You stink!"
Boo's third comment: "ShamBoo: Ick, dirty man!"
Boo's fourth comment: "ShamBoo: You disgust me!"
Boo's HP in "The Mansion": 50
Boo's HP in "The Hidden Mansion": 200

22. Booris

Boo's location: Twin's Room 2F
Boo's first comment: "Call me Booris, und be avraid!"
Boo's second comment: "Booris: Go away! Bleah!"
Boo's third comment: "Booris: Vare can I run?"
Boo's fourth comment: "Booris: I vant outta here!"
Boo's HP in "The Mansion": 100
Boo's HP in "The Hidden Mansion": 100

23. Booligi

Boo's location: Fortune-Teller's Room
Boo's first comment: "Hi, I'm Luigi! I mean, Booligi!"
Boo's second comment: "Booligi: I'm brother #2!"
Boo's third comment: "Booligi: Wah, wah, Mario!"
Boo's fourth comment: "Booligi: Not easy being green!"
Boo's HP in "The Mansion": 40
Boo's HP in "The Hidden Mansion": 50

24. Boo Peep

Boo's location: Safari Room 3F
Boo's first comment: "Little Boo Peep lost sheep!"
Boo's second comment: "Boo Peep: I'm baaaad!"
Boo's third comment: "Boo Peep: Here, Sheepy!"
Boo's fourth comment: "Boo Peep: Stupid sheep!"
Boo's HP in "The Mansion": 100
Boo's HP in "The Hidden Mansion": 100

25. Boo B. Hatch

Boo's location: Breaker Room BF
Boo's first comment: "I'm Boo B. Hatch! I'm nuts!"
Boo's second comment: "Boo B. Hatch: Crazy Boo walkin'!"
Boo's third comment: "Boo B. Hatch: Boonatie over here!"
Boo's fourth comment: "Boo B. Hatch: I've lost it!"
Boo's HP in "The Mansion": 200

Boo's HP in "The Hidden Mansion": 100

26. Booripedes

Boo's location: Cellar BF

Boo's first comment: "It is I, fair Booripedes."

Boo's second comment: "Booripedes: You're a tragedy."

Boo's third comment: "Booripedes: Quoth me: Go away!"

Boo's fourth comment: "Booripedes: Oh, it is to weep!"

Boo's HP in "The Mansion": 100

Boo's HP in "The Hidden Mansion": 150

27. Boomerang

Boo's location: Telephone Room 3F

Boo's first comment: "Boomerang, coming at you!"

Boo's second comment: "Boomerang: Coming back at you!"

Boo's third comment: "Boomerang: I return!"

Boo's fourth comment: "Boomerang: I'm dizzy!"

Boo's HP in "The Mansion": 300

Boo's HP in "The Hidden Mansion": 200

28. Boocaster

Boo's location: Clockwork Room 3F

Boo's first comment: "Time for the for the six o' clock Boos!"

Boo's second comment: "Boocaster: Boo! Story at then!"

Boo's third comment: "Boocaster: Oh, the boonimaty!"

Boo's fourth comment: "Boocaster: Forecast: Boo-ugly."

Boo's HP in "The Mansion": 300

Boo's HP in "The Hidden Mansion": 50

29. Boolivia

Boo's location: Sitting Room 2F

Boo's first comment: "I am Boolivia! I hate you!"

Boo's second comment: "Boolivia: Pesky plumber!"

Boo's third comment: "Boolivia: Bark for more?"

Boo's fourth comment: "Boolivia: I'm irresistible!"

Boo's HP in "The Mansion": 100

Boo's HP in "The Hidden Mansion": 200

30. Boonita

Boo's location: Guest Room 2F

Boo's first comment: "I am the lovely Boonita!"

Boo's second comment: "Boonita: Sweet on me, Green?"

Boo's third comment: "Boonita: The thrill of the chase!"

Boo's fourth comment: "Boonita: Come get me, already!"

Boo's HP in "The Mansion": 100

Boo's HP in "The Hidden Mansion": 100

31. UnderBoo

Boo's location: Armory 3F

Boo's first comment: "UnderBoo's makin's a comeback!"

Boo's second comment: "UnderBoo: I'll ride up on ya!"

Boo's third comment: "UnderBoo: I'm creepin'..."

Boo's fourth comment: "UnderBoo: I'm behind you!"

Boo's HP in "The Mansion": 150

Boo's HP in "The Hidden Mansion": 200

32. TamBoorine

Boo's location: Ceramics Studio 3F

Boo's first comment: "Who's shaking TamBoorine?"

Boo's second comment: "TamBoorine: I'll jingle YOU!"

Boo's third comment: "TamBoorine: Your head'll ring..."

Boo's fourth comment: "TamBoorine: I'm with the band!"

Boo's HP in "The Mansion": 200

Boo's HP in "The Hidden Mansion": 150

33. Boofant

Boo's location: Pipe Room BF

Boo's first comment: "I'm Boofant, nice hair, green."

Boo's second comment: "Boofant: Who's yout stylist?"

Boo's third comment: "Boofant: Try washing that mop!"

Boo's fourth comment: "Boofant: Do you own a comb?"

Boo's HP in "The Mansion": 300

Boo's HP in "The Hidden Mansion": 300

34. Boolderdash

Boo's location: Cold Storage BF

Boo's first comment: "Catch me, Boolderdash!"

Boo's second comment: "Boolderdash: Poppycock!"

Boo's third comment: "Boolderdash: What rot!"

Boo's fourth comment: "Boolderdash: Tripe!"

Boo's HP in "The Mansion": 150

Boo's HP in "The Hidden Mansion": 300

35. Bootique

Boo's location: The Artist's Studio 3F

Boo's first comment: "Bootique, c'est chic!" (It's lovely!)

Boo's second comment: "Bootique: Who dresses you?"

Boo's third comment: "Bootique: That is so your color!"

Boo's fourth comment: "Bootique: Every Boo on sale!"

Boo's HP in "The Mansion": 300

8.0 The Bosses

Down below is a Boss guide for all the Bosses in the game. The ones in "The Mansion" as well as the ones in "The Hidden Mansion".

As you may know the Bosses you've defeated turn into paintings and depending on how much HP you've got when finishing a Boss you'll get different frames to your painting. It's about how much HP you have left not how much HP you've lost during the boss battle. If you have got 90 HP or more when you've finished a boss you'll get a gold frame, if you've got between 50 HP and 89 HP you'll get a silver frame and if you've got between 1 HP and 49 HP you'll get a bronze frame. I'm not entirely sure about these numbers so please correct me if I'm wrong.

I have a little grade system for the Bosses in Luigi's Mansion as well. Both when it comes to just beating the boss and get a gold frame on his painting.

5/5: Very hard. Will probably take many tries.

4/5: Hard. You'll need at least some tries.

3/5: Normal difficulty. Some do it on their first try, others don't.

2/5: Easy. You'll do it on your first try.

1/5: Anyone can do this on their first try.

This is how I experience it and how I think an ordinary player would take it. If you think I'm a lousy player who shouldn't be playing videogames... please keep it to yourself, I might be sad :(:/ :)

=====
8.1 The Mansion
=====

First Area: Chauncey

Room: Nursery 2F
Difficulty(beating): 1/5
Difficulty(gold frame): 2/5
Attacks: Chauncey: 10HP
 Rocking-horses: 5HP
 Balls: 7HP

Chauncey is a baby who rests in his nursery. When you're in his room start vacuuming his rocking-horse and he'll wake up and sit on his horse. He wants to play with you, by hurting you. Watch his attacks and his teddy bears. You'll probably see a ball lying around. Vacuum it and the shoot it at Chauncey.

He'll make you tiny as punishment.

Chauncey don't like you. He thought that shooting a ball at his nose was reason enough to shrink you many sizes and place you to run around on his bed. Aiming for a gold frame shouldn't be too hard, though.

First he'll send a couple of rocking horses at you, avoid them by running the opposite way of which direction they're coming. Then he'll throw some balls at you. Watch their pattern and dodge them. vacuum the one that lies around and shoot it at him, time to start vacuum but he'll get loose. After this he'll bounce around the course.

He'll do the same again only faster and in the third attempt he'll send two rocking horses at the same time at you. Stand in the middle to avoid these. You probably catch him in the second attempt.

When he's safe in your Poltergust 3000 get the key from the chest and a cutscene with E. Gadd will begin.

Second Area: Bogmire

Room: Graveyard 1F
Difficulty(beating): 2/5
Difficulty(gold frame): 3/5
Attacks: Bogmire: OHP
 Blobs: 10HP

In the Graveyard 1F you meet Bogmire. When you're in this area you can go get some Mr. Bones. Three of them will appear if you tap the tombstone without a bat on top between those with bat on tops. They will throw bones at you and disappear quickly if you flash a light stream at them. Surprise them and when you have one on the hook watch the other(s) when they throw bones so you won't get hit yourself. Refill lost energy before you meet the boss by tapping other tombstones. Go to the grave on top of a small hill and Bogmire will appear.

He'll then transport you to a spooky circular place. First a small black blob and a big black blob together with purple Bogmire will appear. Ignore the small one, he won't do Bogmire much damage. Go instead for the big one. Vacuum him by standing next to him and using your Poltergust downwards. When you've got him on your mouthpiece go to Bogmire and shoot him. Remember that Bogmire disappears all the time so time your shot right and aim carefully. If you hit him with a big blob a big jelly mass will surround him, if you hit him with a small a small mass will surround him. You can vacuum him in this state and you can hang on longer if the jelly mass is larger.

When you drop him he'll summon many more blobs so if you aim for a gold frame clear the area before you attack him because then these blobs won't disturb you while you're vacuuming Bogmire. Repeat the process one or two times more and he should be in your Poltergust. If you see your going into a blob while vacuuming him, release R.

Third Area: Boolossus

Room: Balcony 3F
Difficulty(beating): 2/5
Difficulty(gold frame): 4/5
Attacks: Boolossus: 10HP
 Boo: 3HP

Boolossus is the big form of the 15 Boos that're dancing around on the Balcony, 3F. Go meet them and they will send you to a battle arena.

The 15 Boos have now transformed into one big Boo and the battle takes place on the balcony and the unicorn statues are now frozen and form your only weapon. (Too much "and" there, wasn't it?)

The huge Boolossus will start attack you by jumping after you, so run quickly to either the left or the right and place yourself in front of one of the unicorns and then when the Boo comes to hit you, move out of the way and it should shatter. Don't let this fellow bounce at you, if you see it coming at your head change direction.

When it's shattered all the 15 Boos will fly around. Now it's up to you to defeat all 15 ones. Near the unicorn statues ice ghosts should be flying around. Vacuum one of these and then try to freeze the ghosts with L. And when they're frozen you can vacuum them. When there're plenty of them they'll just hover and laugh at you, becoming easy targets. But the fewer they are the more dangerous it is. They'll keep moving around and as soon as you don't spray ice they will attack and that's annoying. If you spray they'll flee. When there's one or two left it's kind of hard and then you gotta use the shoot function. Press the L until it clicks and do this numerous of times. Keep yourself in the lower part of the screen, because then when it's one, two or three left you'll see them in front of you. Note that as soon as you vacuum a frozen ghost your ice element will be refilled.

They change back into the big form now and then and then it's up to you to make it hit a unicorn horn again. It will be smaller the fewer of the Boos that's in it. The smaller it is the faster it will be, but you can also hold it in your vacuum beam if it's smaller. If you hold it in your beam you can steer it on a unicorn horn.

Some pointers for getting a gold frame. You'll need to clear the

boss with 90 HP left or more. Don't vacuum Boolossus when he's too large, run around instead. Keep shooting ice at the the small ones so you won't get too near and in this way you'll avoid attacks. Especially when there's only one Boo left.

When the last Boo is vacuumed you'll win the battle.

Fourth Area: King Boo and Bowser

Room: Secret Altar BF
Difficulty(beating): 3/5
Difficulty(gold frame): 4/5
Attacks: Bowser: 20HP
 Rush: 20HP
 Jump: 20HP
 Tailsweep: 20HP
 Fire: 10HP
 Inhale and Fire: 15HP + 10HP
 Mine: 5HP
 Explosion: 10HP
 Ice: 12HP - 18HP

After the cut-scene with the painting Luigi will be on the Roof and Bowser will jump down. A battle will now take place between Bowser or a robot/doll version of Bowser with King Boo inside against Luigi and his vacuum cleaner.

Bowser does different attacks depending on how close you are to him. If you're really close he either flame you or inhale you. The inhaling attack does extra much damage cause when he spits you out, he will then flame you too.

When you're too far away for him to hit you with one of these attacks he will throw three mines at you. These you have to use to defeat him. They will explode after a while so be careful and watch so he don't throw them right at you.

If you're really far away he will either do a jump attack or a rush attack. If he does the jump attack it's just to run around and hope that he doesn't hit you. And the dash attack is really nothing to worry about. Run you too and he won't be able to keep up.

If you try to go behind him he'll do a tailsweep. Here's my strategy. If you do it right you will get the goldframe, meaning you won't lose more than 10 HP.

Move the battle from right to left and from left to right, between the pillars. Don't go wandering so you can't get a good view. First place yourself at such a range from Bowser that he can't reach you with his close-range attack but instead so he throws mines at you. Stand with your vacuum cleaner sucking and let one of the mines get stuck on the mouth-piece.

When you get, one Bowser will probably rush towards you and stop right before you. Go back a little and you'll see him raising his head. Just when he's about to attack release R and hit him with the mine. Be sure not to be too close or the explosion will hit you too.

After the attack Bowser's head will blow off(!) and King Boo will come out with a whoppin' 500 HP. Start vacuuming like normal while you avoid the ice balls from Bowser's head. Do like this, stand still vacuuming and when an ice ball's about to come move a little.

If you're good you'll be able to vacuum around 150 HP before he goes back into Bowser and keeps attacking as usual.

When you reach the edge of the roof, just go around the big lizard and keep moving the battle to the opposite direction. When King Boo's lost around 350 HP when he goes back into the Bowser, Bowser's head will get on backwards and he'll do a berserk attack. Watch the pattern and avoid the attacks.

So you've lost a little more than 10 HP, it might not be over yet. Let Bowser rush some of the pillars and in some hearts will show up, others are empty or hold a Poisonous mushroom.

When you've vacuumed King Boo's 500 HP you'll receive his crown that holds a red diamond. And you can watch the ending.

=====
8.2 The Hidden Mansion
=====

Why I have written so low grades on the Bosses difficulty here depends on that after you've beaten "The Mansion"'s ghosts you should clear these pretty easily.

First Area: Chauncey

Room: Nursery 2F
Difficulty(beating): 2/5
Difficulty(gold frame): 4/5
Attacks: Chauncey: 20HP
 Rocking-horses: 10HP
 Balls: 14HP

Chauncey is a baby who rests in his nursery. When you're in his room start vacuuming his rocking-horse and he'll wake up and sit on his horse. He wants

to play with you, by hurting you. Watch his attacks and his teddy bears. You'll probably see a ball lying around. Vacuum it and then shoot it at Chauncey. He'll make you tiny as punishment.

Chauncey don't like you. He thought that shooting a ball at his nose was reason enough to shrink you many sizes and place you to run around on his bed. Aiming for a gold frame should be hard.

First he'll send a couple of rocking horses at you, avoid them by running the opposite way of which direction they're coming. But it's not as easy as in "The Mansion". These rocking-horses move from side to side off the screen at the same time as they're moving forwards. Just hope you're lucky when you're doing this. Then he'll throw some balls at you. Be sure not to get caught in a corner and run as fast and as early as you can. Watch their pattern and dodge them. Vacuum the one that lies around and shoot it at him, time to start vacuum but he'll get loose. After this he'll bounce around the course very fast, go to the extreme right or left where he won't reach you.

He'll do the same again only faster and in the second attempt he'll send two rocking horses at the same time at you and they go forward and back during the rush. To avoid these don't stand in the middle, stand where you line up with one of them and it's about 50% chance it misses you. You can lose no more than 10 HP so it's probably here you'll lose the HP you're allowed to lose. You will probably catch him in the second attempt.

Please, if you have a good strategy for this boss send it to me. You will of course have full credit.

Thank You Phrolox for the pointers.

Second Area: Bogmire

Room: Graveyard 1F
Difficulty(beat): 2/5
Difficulty(gold frame): 2/5
Attacks: Bogmire: 0
 Blobs: 20

In the Graveyard 1F you meet Bogmire. When you're in this area you can go get some Mr. Bones. Five of them will appear if you tap the tombstone without a bat on top between those with bat on tops. They will throw bones at you and disappear quickly if you flash a light stream at them. Surprise them and when you have one on the hook watch the other(s) when they throw bones so you won't get hit yourself. Refill lost energy before you meet the boss by tapping other tombstones. Go to the grave on top of a

small hill and Bogmire will appear.

He'll then transport you to a spooky circular place. First a small black blob and a big black blob together with purple Bogmire will appear. Ignore the small one, he won't do Bogmire much damage. Go instead for the big one. Vacuum him by standing next to him and using your Poltergust downwards. When you've got him on your mouthpiece go to Bogmire and shoot him. Remember that Bogmire disappears all the time so time your shot right and aim carefully. If you hit him with a big blob a big jelly mass will surround him, if you hit him with a small a small mass will surround him. You can vacuum him in this state and you can hang on longer if the jelly mass is larger.

The big differences between the fight in "The Mansion" and the one in "The Hidden Mansion" is that now some orange blobs roam around. They move quicker than the others and if you get one of these on Bogmire you'll get him surely in the first try. Another difference that's more annoying is that he shows up for a very short while so that you have to shoot your collected blob at him as soon as he shows up.

When you drop him (if you don't make it in your first try) he'll summon many more blobs so if you aim for a golden frame clear the area before you attack him because then these blobs won't disturb you while you're vacuuming Bogmire. Repeat the process one or two times more and he should be in your Poltergust. If you see you're going into a blob while vacuuming him release R.

Third Area: Boolossus

Room: Balcony 3F
Difficulty(beating): 3/5
Difficulty(gold frame): 4/5
Attacks: Boolossus: 10HP
 Boo: 3HP

Boolossus is the big form of the 15 Boos that're dancing around on the Balcony, 3F. Go meet them and they will send you to a battle arena.

The 15 Boos have now transformed into one big Boo and the battle takes place on the balcony and the unicorn statues are now frozen and form your only weapon. (Too much "and" there, wasn't it?)

The only differences between the the battle in "The Mansion" and "The Hidden Mansion" is that Luigi rides on the vacuum cleaner here which makes him very fast but the control is also very slippery.

The huge Boolossus will start attack you by jumping after you, so run quickly to either the left

or the right and place yourself in front of one of the unicorns and then when the Boo comes to hit you, move out of the way and it should shatter. Don't let this fellow bounce at you, if you see it coming at your head change direction.

When it's shattered all the 15 Boos will fly around. Now it's up to you to defeat all 15 ones. Near the unicorn statues Ice Ghosts should be flying around. Vacuum one of these and then try to freeze the ghosts with L. And when they're frozen you can vacuum them. When there're plenty of them they'll just hover and laugh at you, becoming easy targets. But the fewer they are the more dangerous it is. They'll keep moving around and as soon as you don't spray ice they will attack and that's annoying. If you spray they'll flee. When there's one or two left it's kind of hard and then you gotta use the shoot function. Press the L until it clicks and do this numerous of times. Keep yourself in the lower part of the screen, because then when it's one, two or three left you'll see them in front of you. Note that as soon as you vacuum a frozen ghost your ice element will be refilled.

They change back into the big form now and then and then it's up to you to make it hit a unicorn horn again. It will be smaller the fewer of the Boos that's in it. The smaller it is the faster it will be, but you can also hold it in your vacuum beam if it's smaller. If you hold it in your beam you can steer it on a unicorn horn.

Some pointers for getting A rank. You'll need to clear the boss with 90 HP left or more. Don't vacuum Boolossus when he's too large, run around instead. Keep shooting ice at the the small ones so you won't get to near and in this way you'll avoid attacks. Especially when there's only one Boo left. It's best to stay on the lower side and keep the vacuum steady so that when a Boo passes by it's only to shoot. No berserking is recommended. Keep spraying ice so they escape and you won't worry about their attacks. And at the instant you line up with a Boo shoot and there should not be much problem.

I got a tip from Phrolox, remember not to vacuum all the frozen Boos if there are unfrozen ones next to these that might hurt you.

When the last Boo is vacuumed you'll win the battle, get the key and clear the area. Congratulation!

Fourth Area: King Boo and Bowser

Room: Secret Altar BF
Difficulty(beating): 3/5
Difficulty(gold frame): 4/5
Attacks: Bowser: 40HP
 Rush: 40HP
 Jump: 40HP
 Tailsweep: 40HP

Fire: 20HP
Inhale and Fire: 30HP + 20HP
Mine: 10HP
Explosion: 20HP
Ice: 24HP - 36HP

After the cut-scene with the painting Luigi will be on the Roof and Bowser will jump down. A battle will now take place between Bowser or a robot/doll version of Bowser with King Boo inside against Luigi and his vacuum cleaner.

Bowser does different attacks depending on how close you are to him. If you're really close he either flame you or inhale you. The inhaling attack does extra much damage cause when he spits you out, he will then flame you too.

When you're too far away from him to hit you with one of these attacks he will throw three mines at you. These you have to use to defeat him. They will explode after a while so be careful and watch so he don't throw them right at you.

If you're really far away he will either do a jump attack or a rush attack. If he does the jump attack it's just to run around and hope that he doesn't hit you. And the dash attack is really nothing to worry about. Run you too and he won't be able to keep up.

If you try to go behind him he'll do a tailsweep. Here's my strategy. If you do it right you will get the goldframe, meaning you won't lose more than 10 HP.

Move the battle from right to left and from left to right, between the pillars. Don't go wandering so you can't get a good view. First place yourself at such a range from Bowser that he can't reach you with his close-range attack but instead so he throws mines at you. Stand with your vacuum cleaner sucking and let one of the mines get stuck on the mouth-piece.

When you get one, Bowser will probably rush towards you and stop right before you. Go back a little and you'll see him raising his head. Just when he's about to attack release R and hit him with the mine. Be sure not to be too close or the explosion will hit you too.

After the attack Bowser's head will blow off(!) and King Boo will come out with a whoppin' 500 HP. Start vacuuming like normal while you avoid the ice balls from Bowser's head. Do like this, stand still vacuuming and when an ice ball's about to come move a little.

If you're good you'll be able to vacuum around 150 HP before he goes back into Bowser and keeps attacking as usual.

When you reach the edge of the roof, just go around the big lizard and keep moving the battle to the opposite direction. When King Boo's lost around 350 HP when he goes back into the Bowser, Bowser's head will get on backwards and he'll do a berserk attack. Watch the pattern and avoid the attacks.

Here comes the only difference between Bowser in "The Mansion" and in "The Hidden Mansion". Kinda lame really. In "The Hidden Mansion" some of the mines will flicker more rapidly which mean that they blow up almost the instant you get them on your mouth piece so avoid these at all cost and wait for the regular mines.

So you've lost a little more than 10 HP, it might not be over yet. Let Bowser rush some of the pillars and in some hearts will show up, others are empty or hold a Poisonous mushroom.

When you've vacuumed King Boo's 500 HP you'll receive his crown that holds a red diamond. Now the ending comes.

9.0 Money Ghost Locations

Money Ghosts are the light blue ghosts you discover when you shake chairs, open drawers or something like that. They are the ghosts that give you a big amount of money when it's defeated. To be able to catch one you must first either vacuum or tap a certain item with A and then quickly stun the ghost with your flashlight for half a second and then begin the vacuuming process.

Vacuuming a money ghost is not hard. It only has 10 HP and it's not capable of doing any major resistance when you have it in your beam. The tough part is stunning. I strongly recommend you using A when you know there will show up a money ghost if you shake that item. Exactly when you've shaken the item a money ghost will show up and if you don't stun it right away it will fly around the room's walls very fast and this makes it very hard to stun it again. When it has flown around for a while it will disappear forever.

So aim your flashlight directly towards the area where the ghost will show up so the flashlight will hit it right away.

If the ghost disappears it's gone for good and either you must carry on w/o that ghost's money or start from your last save and try again so remember to always save before one of these encounters.

A money ghost will disappear either if you've shone your light too long at him w/o vacuuming, if you've shone your light at him from a far distance or the ghost will disappear if you allow it to roam around the room for too long.

Three of the ghosts will only show up during the blackout so be sure to pick these up then. It might be more of them but I doubt it. If you light the room where the money ghost is supposed to rest before you defeat it the ghost will

disappear, but you can actually catch it during the blackout. Though you cannot catch ghosts you've made disappear during the blackout, they're gone for good.

If you see the direction right/left it means that you'll go to the right in "The Mansion" and to the left in "The Hidden Mansion". Left/right then means left in mansion and right in hidden.

Remember to use the A button now. Check=tap the A button near the object.

1. Wardrobe Room 2F

Check the rightmost/leftmost closet and the ghost will appear in the middle of it.

2. Study 2F

Check the chair behind the table and the ghost will appear will appear on top of the chair.

3. Breaker Room BF

You cannot do this when you're supposed to go down here during the blackout so you have to do it before. Check the table and the ghost will appear on it.

4. Storage Room 1F

Check the chair near the entrance and the ghost will appear on top of it.

5. Dining Room 1F

Check the leftmost/rightmost cupboard and the ghost will appear in it.

6. Kitchen 1F

Check the left/right oven and the ghost will appear in it.

7. Rec. Room 1F

Check the bottomright/bottomleft corner for a ghost in an exercise machine. Check it out and a ghost will appear on top so aim your flashlight high.

8. Nana's Room 2F

Check the rightmost/leftmost chair and the ghost will appear on it.

9. Billiards Room 1F

Check the bottomright/bottomleft chair and the ghost will appear on it.

10. Twin's Room 2F

Climb the bed in the right/left part of the room. Then start vacuuming the bed by aiming your Poltergust downwards. The ghost will show up if the bed starts shaking and it will show up right next to you so it's just to stun and vacuum. Then almost all the money will lay on the bed so you won't have to run around the

whole room collecting the last coins.

11. Conservatory 1F

During the blackout.

Check the chair where Melody sat, next to the piano and the ghost will appear on it.

12. Hidden Room 1F

During the blackout.

Check the large rightmost/leftmost chest and the ghost will appear in it.

13. Nursery 2F

During the blackout.

Check the bed where Chauncey was sleeping and the ghost will appear on top of it.

Aim high.

14. Cellar BF

Check the crate right next to the entrance and the ghost will appear on top of it. Aim high.

15. Sealed Room 3F

Check the chest right/left of the table.

The ghost will appear in the chest.

10.0 Golden Mice locations

The Golden Mice look like ordinary mice except they're golden and give you a lot of money if you vacuum them. There are ten of them. Either they hide in a cheese or they show up randomly as you step in and out of a room.

They're only available when it's dark in the room so you can't catch them if the light is turned on. If you do have missed a mouse you can try again during the black-out.

If the mouse hides in a cheese the cheese is always hidden so that you can't see it from the normal view. Then you must use you Game Boy Horror by pressing X and look for it. When you've find it press A to search it and the Golden Mouse will pop out and start running around in the room. The mouse will disappear after a while so vacuum it quickly.

Random mice show up in rooms and corridors randomly. It shows up in the same room but it don't show up every time you go into the room. Just go in and out until the mouse appears. Then vacuum it. In the corridors there're trigger points you must pass to make a mouse come out. In normal room it's just to wait 1 or 2 seconds in the room until the mouse shows up. A sound will be heard when they come running.

I have some strategies to make the mice come out easier in the corridors. But it might just be my imagination so don't be too sure about them. I think that if you keep your flashlight turned off(hold B)when you go into a room or pass a trigger point the chances are greater that a mouse shows up. Just before you

face the second boss the chance is better that you face the golden mouse in the 1F corridor and the same goes for the third boss and the 2F corridor. But there are only guesses.

Remember to always save before you try to catch a golden mouse.

If you see the direction right/left it means that you'll go to the right in "The Mansion" and to the left in "The Hidden Mansion". Left/right then means left in mansion and right in hidden.

Golden mice hidden in cheese

Study 2F

Go to the bookshelf and aim your GB Horror downwards, next to the chair on the floor. There's a cheese. Search it and a mouse will pop out and run out on the floor.

Fortune-Teller's Room 1F

The cheese lies behind the Fortune-Teller's chair so aim your GB Horror downwards just when you come in. Search the cheese and catch the mouse.

Dining Room 1F

Ignore the fat portrait ghost before you do this. There's a cheese under the chair that's closest to the entrance. Aim and search it from the cupboard and a mouse will pop out. Catch the rat!

Tea Room 2F

In here you'll have to encounter ghosts at the same time as you catch one cheese mouse and one random. Make sure you only have to face one ghost when you're gonna catch the mouse in the cheese. Just keep stunning the ghosts when he gets near. Place yourself in the the topleft/topright corner and then aim your GB Horror at the floor next to you and a cheese should be lying here.

Safari Room 3F

Remember not to do anything with the boxes before you've caught the mouse in here. You can almost do this from the entrance. Just aim your vacuum cleaner at the chair and a cheese should be

lying around, just about there.

Random mice

Kitchen 1F

Go in and out until you see it running against you. Remember to stay a couple of seconds in the kitchen before you try again. Listen to the sound.

Tea Room 2F

Like the kitchen.

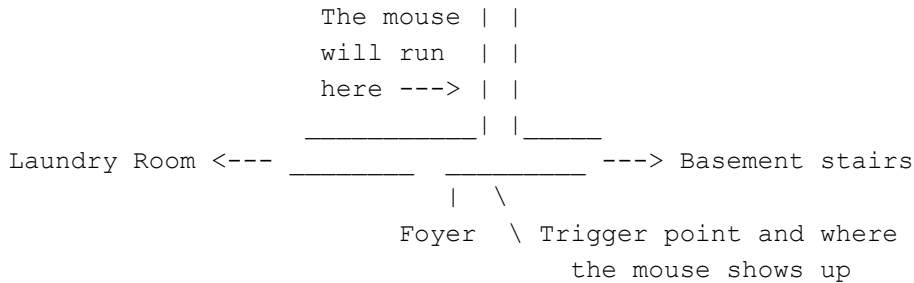
Sealed Room 2F

It's like the kitchen here too but you must go through the whole mansion if the mouse doesn't show up in the first try. Real frustrating.

Corridor 1F

Just to the right/left of the entrance to the Foyer there's a corridor that goes upwards. When you pass that fork in the road a golden mouse will randomly show up and run up the corridor.

Map of 1F corridor, "The Mansion"



Just keep walking in and out of the Foyer, pass the trigger point and the mouse will eventually show up.

Corridor(the long one) 2F

And there's a golden mouse in the 2F corridor. It will randomly show up and run up the corridor on the way to the third floor. It's triggered when you walk past the vase right after the long corridor that's vertical. Catch the mouse by keep going in to a room and then out to the corridor and pass the trigger point. It's very important to pass the trigger point. I'll show it on a totally useless ASCII picture.

Map of 1F corridor, "The Mansion"



```

| | _____ |
| _____ | Stairs to 1F
      | |
      | |
It will run | | Trigger point
up this --> | | /
corridor   | | /_____
            | _____ Stairs to 3F
            ^
            |
            The golden mouse
            will come out here.

```

11.0 Mario's dropped items

This is probably a really unnecessary part because I mention this at least two times in the FAQ but if you're just looking for the items and nothing else it might be good to have a part about it.

There are five of Mario's dropped items. He dropped them in the mansion when he was in a hurry. A hat, letter, glove, shoe and star are hidden in the mansion and all must be examined by the fortune-teller in the Fortune-Teller's Room on 1F to be able to advance in the game. Locations below.

Mario's hat

In the Laundry Room, 1F. Check the laundry machine.

Mario's letter

In the Courtyard, 1F. In the long path that goes outside the mansion on 1F. You reach it after the second boss. The letter's in the Nesting Box.

Mario's Star

In the Observatory, 2F. Go through the Astarl Hall. Then go stand by the telescope and press A. The camera will scroll in the space and zoom in on the moon. This is your only clue.

By some mysterious force most of the walls and the roof will disappear and you can go stand on a bridge to the right/left. Then start your vacuum cleaner and vacuum the small, yellow meteorites that comes falling, then try to aim at the moon when spitting it out. Can't give you much help here, if it goes too much to the right, aim a little to the left and vice versa. When you've hit the moon it will explode, sure is a powerful vacuum cleaner, and a bridge will appear.

Go out on the bridge and you'll be on the very small moon where Mario's star is.

Mario's glove

In the Projection Room, 1F. You reach it after a trip on 2F. Go through the Billiard's Room to reach it. Defeat all the invisible ghosts and the glove shows up in chest.

Mario's shoe

In the Twin's Room, 2F. The room's near the first area's rooms but you don't reach it until the third area. Defeat the twins and receive a chest with a shoe.

12.0 Plants

In the Mansion, plants are spread out at various places. They all give you either money, gold bars, gems or diamonds when you water them. Use water elemental from your vacuum cleaner to water them. Water element may be found in the Kitchen's sink, the Boneyard's pump or in the Bathrooms/Washrooms, also from a bowl in the Sitting Room. The rooms where you find plants are listed below.

The balcony next to the Wardrobe Room 2F
Gold Bar, Money and Blue Gem

Master Bedroom 2F
Green Gem

Courtyard 1F
Heart, Green Gem, Money and Gold Bar

Balcony 3F
Green Gem X2, Gold Bar, Red Diamond,
Heart and Money

Sitting Room 2F
Gold Bar

Guest Room 2F
Blue Gem

Besides these there's also a large plant which you must water three times for it to give you money. Besides lots of money it also gives you a Gold diamond which has the highest value in the game. It's worth 20,000,000 G. You only get two of these and the other one you'll get when you've taken all the Boos.

In the Boneyard, which you reach from the kitchen, you'll find a bulb. Before you fight Bogmire, the second boss, you must water this plant until it sprouts.

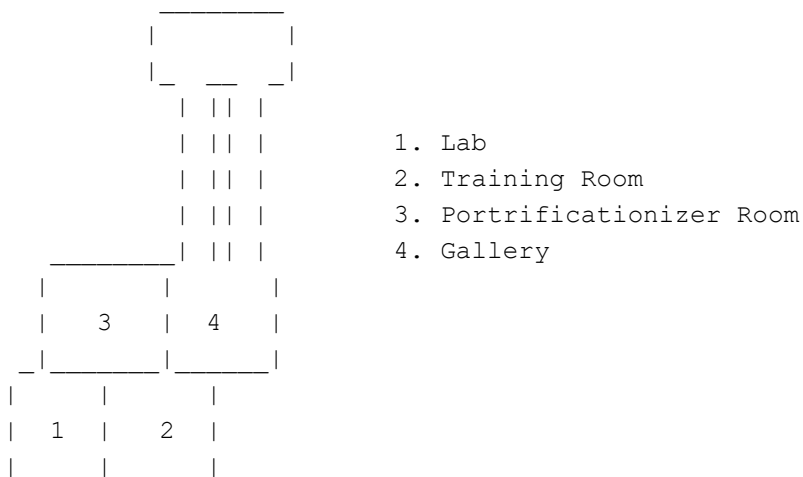
When you've fought Bogmire go back and water it again, until it grows further.

And then when you've beaten Boolossus the third boss go water it for the last time and receive the payoff.

13.0 E. Gadd's Lab

One might say that this part is totally useless, one might also be right then, but you can read it anyway. Here you'll find ASCII maps and a little strategy for catching all the ghosts in the Training Room. Also a description of the Gallery and the Portrificationizer Room.

This is how it looks in the only area outside the mansion.



The Lab

This area is where you always start when you've passed the Title screen and the file selection screen. Always except the very first time you've opened a new file. Here you've got three or four different options to attend to. It's E Gadd who gives you the options.

The Mansion

The Training Room

The Gallery

or if you've finished the game once...

The Mansion

The Hidden Mansion

The Training Room

The Gallery

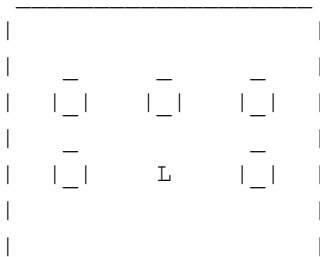
The Mansion and The Hidden Mansion will transport you to the main game, The Training Room to the room near-by to practise ghost-catching and The Gallery is a also a room near-by where all the Portrait Ghosts

you've caught is hanging. You can't do anything else in here.

The Training Room

Yep, this is what you think it is. A room where you practise ghost-catching. Most players will probably visit this room only once, but I've spent some time figuring out how it really works.

The Training Room is a very dark room. On the floor there are five elevators which transport ghosts to the room. The only ghosts available are Orange Ghosts. But they don't attack regularly, when they get close to Luigi they stop and wave their arms in the air. At that point you must catch it or it'll disappear. If you move away from it, it won't disappear, instead follow you.



The ghosts appear from the Squares and Luigi ("L") starts in the middle.

The ghosts show up in five rounds and between every round E. Gadd gives you some advice. He isn't there but he contacts you by the Game Boy Horror. The first four rounds contain either one or two ghosts and the fifth always contains five, which means that there come up ghosts from all of the elevators.

It's random if it shows up one or two ghosts in one round which makes the total sum of ghosts also random. I've seen between 9-11. There might be a maximum of 12 ghosts but I doubt 13. Because in the first round there has never been more than one when I've played.

So if there's a total of 9 ghosts there comes only 1 ghost a round except for the final round where there're always five. If there're a total of 11 ghosts, there are 2 ghosts in 2 rounds and 1 ghost in the other 2 rounds. If there're a maximum of 12 ghosts, three of the rounds would have to contain 2 ghosts each but I've never seen a maximum of 12 so I doubt it exists.

Catching one or two ghosts at the same time has never been a problem, but how do one catch five ghosts at the same time when they start by surrounding you. First keep your flashlight not lit for the moment so you won't scare them. Then aim it at the wall at the same time as you move in a circular motion around the room, pretty close to the walls. What will happen is that the ghosts will all move together as close so it looks like one big blob. When they are this close it's just to go and stun them and vacuum all five at the same time.

When you've caught or made all ghosts disappear Gadd will ask:

"Well, how many did you get?"

Depending on how many ghosts you've caught E. Gadd will give different comments. If you've caught 8 or more he'll tell you that you're ready to save your brother after the comment.

0 ghost(s) caught: "Awwwww! You didn't get ANY?!"
 1 ghost(s) caught: "My my. Just one. Pretty poor."
 2 ghost(s) caught: "Only two? That's no good."
 3 ghost(s) caught: "Three? You could do better."
 4 ghost(s) caught: "Hmm... four ghosts. Not so bad."
 5 ghost(s) caught: "Five ghosts, huh? You're getting the hang of it, Luigi!"
 6 ghost(s) caught: "Six ghosts? Well done, Luigi!"
 7 ghost(s) caught: "Hey, seven ghosts! That's how to do it, Luigi!"
 8 ghost(s) caught: "Yowser, eight ghosts? You go get those gouls, Luigi!"
 9 ghost(s) caught: "Whoo-hooo! Nine ghosts! Excellent, Luigi!"
 10 ghost(s) caught: "WOW! Ten ghosts! Positievly dazzling, Luigi!"
 11 ghost(s) caught: "WOW! Eleven ghosts! I am plumbed astounded, Luigi!"

Please mail me if you've caught more than eleven ghosts.

The Gallery

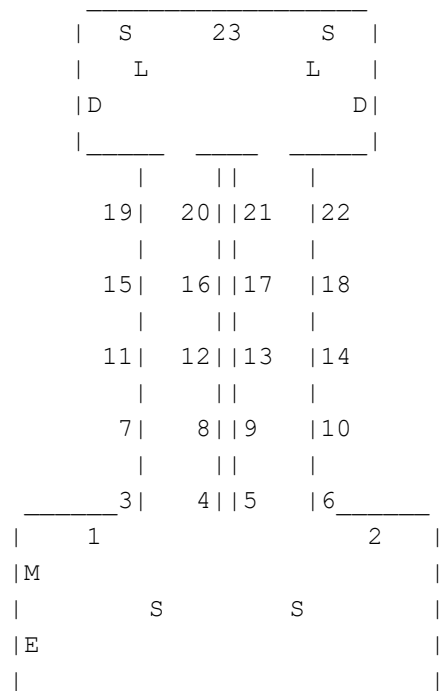
The Gallery is the place where E. Gadd collects all the Portrait Ghosts you've caught and he's turned back to paintings. When you first start a file all of the frames in the room will be empty and when as you catch ghosts there will be ghosts in them.

The frames have different kind of frames. The type of the frame depends on which kind of pearl you've collected at best when you've caught the Portrait Ghost. For more details watch the "Portrait Ghost" part.

Big Pearl = Gold Frame
 Medium Pearl = Silver Frame
 Small Pearl (or none) = Bronze Frame

When you've finished a file so it starts over you can go to the Gallery and watch the paintings you've gotten in the previous play-through. This means that you can improve the frames during different play-throughs. So you'll get all gold frames at the end.

The Boss frames look a little better than the ordinary frames.



- 1 = Neville
- 2 = Lydia
- 3 = Nana
- 4 = Chauncey
- 5 = Melody Pianissima
- 6 = Miss Petunia
- 7 = Madame Clairvoyant
- 8 = Shivers
- 9 = Sue Pea
- 10 = The Floating Whirlindas
- 11 = Mr. Luggs
- 12 = Jarvis
- 13 = Spooky
- 14 = Henry and Orville
- 15 = Clockwork Soldiers
- 16 = Biff Atlas
- 17 = Slim Bankshot
- 18 = Sir Weston
- 19 = Bogmire
- 20 = Uncle Grimmly
- 21 = Vincent Van Gore
- 22 = Boolossus
- 23 = King Boo and Bowser

M = When you've seen the credits of the game a painting with a mansion and your total score will show up. The painting with the best score will show up here.

E = Here E. Gadd is standing. Talk to him to get the following options.

"Where am I?"

"What's a GB Horror?"

"Go back to the Lab."

"Sorry to bother you."

Ask the questions for getting the answers.

If you want to get back to the Lab choose the third option and if you want to say, choose the fourth.

S = Statues

L = Lamps

D = Drawers

The Portrificationizer Room

After each cleared area you'll end up here. Here you'll find E. Gadd's Portrificationizer which transforms the caught Portrait Ghosts into paintings. Cruel? After an area is beaten Luigi will empty his vacuum cleaner in the machine and then the ghosts will go through several procedures and then be turned into paintings. Then moved into the Gallery and there will come up a screen where your G will be counted. The machine also works the other way around...

All the items you collect in Lugig's Mansion give you money except Mario's dropped items and keys. Each time you've cleared an area the stuff you've collected will be converted into "G".

More G means better ending. Down below you see how much each of the items is worth.

Coin	= 5,000 G
Paper Money	= 20,000 G
Gold Bar	= 100,000 G
Blue Gem	= 500,000 G
Green Gem	= 800,000 G
Red Gem	= 1,000,000 G
Diamond	= 2,000,000 G
Red Diamond	= 5,000 G
Gold Diamond	= 20,000,000 G
Small Pearl	= 50,000 G
Medium Pearl	= 100,000 G
Big Pearl	= 1,000,000 G

Here's where you'll find the different kind of items. And how many of each that exists. Very approximately.

Coins: Found everywhere, when you lose energy you lose coins. +1300

Paper Money: Found everywhere. +1300

Gold Bar: Found everywhere. Around 70

Blue/Green/Red Gem: More of these in "The Mansion" than in "The Hidden Mansion". Around 10 each in "The Mansion" and 5 in "The Hidden Mansion". They're found in random places and some Golden mice and Money Ghosts hold them in "The Mansion". The locations for the gems below then.

Blue: In a chest in the Hidden Room 1F, in a plant on the balcony next to the Wardrobe Room 2F, in the bucket in the Butler's Room 1F, in the plant in the Guest Room and in a lamp in the Secret Altar BF.

Green: In a chest in the Hidden Room 1F, in a plant in the Master Bedroom 2F, in a plant in the Courtyard 1F, 2 in plants on the Balcony 3F. 4,000,000 in total.

Red: In a chest in the Hidden Room 1F, in a stove in the kitchen's (1F) oven (spray with fire), in the drainpipe in the Graveyard 1F, in a cupboard in the Tea Room 2F and in a jar in Ceramics Studio 3F. 5,000,000 in total.

Diamond: Found in optional rooms. Every Golden mouse and Money Ghost hold these suckers in "The Hidden Mansion" which mean 30 diamonds in that mansion and 5 diamonds in "The Mansion". 15 from Money Ghosts, 10 from Golden Mice and 5 from optional rooms. This means 60,000,000 G in "The Hidden Mansion"

Red Diamonds: Found in a plant on the Balcony, 3F and you get one after beating King Boo. That means 2 of them. Very useless. Isn't worth more than a coin. Together worth 10,000 G, yes ten thousand not ten milion.

Gold Diamonds: Two, you will find. For one of them; catch all 50 Boos for the other water the plant in the Boneyard three times. Check the "Boos" and the "Plants" parts for details. A total of 40,000,000 G you'll get here.

Pearls: You get these when catching portraits ghosts. For details check the "Portraits Ghosts" part. If you've caught every ghost in one try you will have 76 small, 76 medium and 19 big when you end the game. This means $3,800,000 + 7,600,000 + 19,000,000 = 30,400,000$. If you fare worse there will be more of the small and medium than the big pearls.

15.0 The different endings

To give Luigi's Mansion more depth and length Nintendo made different endings. Which ending you get is determined to how much G you've managed to collect during the game. All the items you collect convertes into G. There're 8 different ranks which you'll get depending on your G. After you've seen the sequence with Mario and the credits a painting with a building a rank and a number will show. The building is bigger and better if you

get higher ranks. Down below I will explain all the ranks.

Rank A

This is the highest rank and it's way harder to get in this version than in the American. You have to reach 150,000,001 in the PAL version, only 100,000,000 in the NTSC version.

It's only possible to get this kind of score in "The Hidden Mansion" because you always get diamonds worth 2,000,000 G from Money Ghosts and Golden Mice in that mansion, check their parts for detailed info and locations. You should get all the Portrait Ghosts in the first try so you achieve the big pearl which is worth 1,000,000. Besides the big pearl on each Portrait Ghost you'll also get 4 medium pearls and 4 small pearls, worth 100,000 and 50,000 each. Search for coins, paper money and gold bars everywhere. Be sure to pick up all the gems, check the Walkthrough and the part about Monetary Values for locations. If you've achieved this you have an A rank. It's not that hard.

If you're curious how it looks, the painting I mean I can write it. A huge mansion appears with the text: "Congratulations! Your mansion is complete."

Rank B

Get between 70,000,001 - 150,000,000. I got this alot in the hunt for an A rank.

A big mansion shows up with the text: "Welcome to Luigi's NEW mansion!".

Rank C

Get between 60,000,001 - 70,000,000.

A small mansion will show up with the text: "Welcome to Luigi's NEW mansion!".

Rank D

Get between 50,000,001 - 60,000,000.

A large house will show up with with the text: "Welcome to Luigi's NEW mansion!".

Rank E

Get between 40,000,001 - 50,000,000.

A rather large house will show up with the text:

"Welcome to Luigi's NEW mansion!".

Rank F

Get between 20,000,001 - 40,000,000.

A small house will show up with the text:

"Welcome to Luigi's NEW mansion!".

Rank G

Get between 5,000,001 - 20,000,000.

A very small house will show up with the text:

"Welcome to Luigi's NEW mansion!".

Rank H

Get between 5,000 - 5,000,000.

It's pretty cool to get this one.

Try not to get anything! Remember

that you automatically receive a

5,000 G red diamond when you beat

King Boo.

A tent will show up with the text:

"The mansion disappeared with no trace"

16.0 Differences between the PAL version and the NTSC version

Most people agree that Luigi's Mansion's biggest flaw is its length. After the Japanese and US release Shigeru Miyamoto, one of the producers, (and of course the world of videogames' most famous person, creator of Mario and Zelda and personally I see him as a genius) came out in a pressrelease and said that Nintendo were going to change some things between the NTSC (Japanese and US) version and the PAL (EU, Australian) version.

It's been pretty tough to find out the exact differences and I haven't done it completely yet. Not even Nintendo's Swedish distributor knows about them. And they call themselves Nintendo Sverige (Sweden).

But thanks to two message boards user at GameFAQs.com I've found out a whole bunch of differences. I give credit partly to metalroy but mostly to Luigi Kong who even searched through my FAQ to find differences. Thank you guys!

But still I haven't got anyone who has played both PAL and NTSC versions so this is probably not 100% accurate. If you have

played both version and know the differences please mail them to me.

Most differences is about The Hidden Mansion. Nintendo left The Mansion pretty much alone while they change very much in The Hidden Mansion. Here goes:

- In the PAL version The Hidden Mansion is mirrored, it is not in the NTSC version.
- The Hidden Mansion in the NTSC version has just as many ghosts in the rooms as in The Mansion. In the PAL version the amount of ghosts is much greater in The Hidden Mansion than in The Mansion.
- The darkness in the PAL version differs heavily between the mansions, it's the same light in the mansions of the NTSC version.
- The Bosses are harder and often requires different strategies in the PAL version's The Hidden Mansion. In the NTSC version it's pretty much the same bosses in The Mansion and in The Hidden Mansion.
- In the PAL version's The Hidden Mansion you get diamonds from every Golden Mouse and Money Ghost. In the NTSC version's The Hidden Mansion you get the same stuff as in The Mansion.
- In the PAL version the Boo's HP vary between the mansions. In the NTSC version they have the same amount of HP in the mansions.
- Fewer hearts in the PAL version's The Hidden Mansion than in The Mansion. The same amount in the NTSC version's mansions.
- According to Metalroy, the official Nintendo Power guide for Luigi's Mansion says that the vacuum cleaner is 1.5 times stronger in the NTSC version's The Hidden Mansion than in The Mansion. I've heard from other sources and by my own calculations that the vacuum cleaner is five times stronger in the PAL version's The Hidden Mansion than The Mansion. That's probably a difference.

The only differences between the mansions in the NTSC version seem to be:

- More poisonous mushrooms.
- A little star in the bottom-right corner.
- Luigi loses twice as much energy.
- The vacuum cleaner is around 1.5

times more efficient.

- The ghosts disappear more easily.

If you find more differences please contact me!

17.0 Final Section

This is the final section. Here, you find miscellaneous parts which don't belong anywhere else.

=====
17.1 Version History
=====

Version 2.2 - November 8, 2005

Added my new homepage URL.

Version 2.1 - June 26, 2003

Major format change and some correction. I am not too sure about that coin walkthrough. I'll save that to some time when I feel devoted enough.

Version 2.0 - December 22, 2002

Made a small correction and stated my new homepage. This time in English. Maybe sometime in the future there will be a coin FAQ.

Version 1.9 - August, 2003

This version is all thanks to Luigi Kong, not only has he made me do lots of corrections, he has also given me a spellcheck of the FAQ and contributed a review. THANK YOU VERY MUCH!

Also, another spellcheck was sent to me, but I accidentally lost both his e-mail and his e-mail address. He's name is Richard and he has a Yahoo.com account. If you, Richard, are reading this, please e-mail me as soon as possible, you do of course deserve my gratitude and apologies.

There is no detailed coin walkthrough yet, but it will come.

Version 1.8 - Summer, 2002

This time I've added a part where I describe the differences between the PAL and NTSC versions. I couldn't have done it without the big help of Luigi Kong and metalroy at GameFAQs.com's message boards. Thank you guys!

In the next update I will include a detailed coin FAQ for the Walkthrough.

Version 1.7 - Summer, 2002

Added a table to the Portrait Ghosts Section.

Version 1.6 - Summer, 2002

Added an official name to the Regular Ghosts part and some quick information.

Version 1.5 - Summer, 2002

I bet this isn't the last version either. This time I've...

- ... added all of the Boos' four comments
- ... added the "E. Gadd's Lab" part
- ... improved the boss strategies for "The Hidden Mansion"
- ... improved the "Plants" part
- ... added the official names for the Regular Ghosts
- ... added names to my credits
- ... added a hosting-site for my FAQ
- ... made some minor changes and corrections

Version 1.3 - Summer, 2002

Added my Quick, Spoiler-free Walkthrough and a name to my credits.

Version 1.0 - Summer, 2002

The first and probably final version... if not someone send me the exact differences between the PAL and NTSC versions.

=====
17.2 Credits
=====

Luigi Kong (carlosjon7[at]juno.com): For the spellcheck, all the differences between the versions, the small changes, the review and all the patience and hard work you've put on this FAQ. Did I forget something?

My brother: Because I've been sittin' in his room, playing my videogames on his TV!

GameFAQs: For being the best site on the net!

CJayC: For making the best site on the net and for hosting my guides.

Metalroy: A Message Board user at GameFAQs.com who also helped me with the differences between the versions.

Richard: You who gave me a spellcheck, but I lost it and your e-mail. I'm really sorry, please e-mail me if you read this.

Phrolox: A Message Board user at GameFAQs.com who helped me with strategies for "The Hidden Mansion's" bosses and clearing out some stuff about how to get the A rank.

Boo Destroyer: A Message Board user at GameFAQs.com who gave me the official names for the Regular Ghosts.

jarrodjohn[at]hotmail.com: Sorted out some thing about the limit for the A rank.

Nintendo: For making the game!

=====
17.3 Contacting
=====

If you've got anything on your mind concerning this FAQ, feel free to send me an e-mail. Corrections and constructive criticism are always welcome, but I will probably not accept contributions to the FAQ, unless they're very good. Send me e-mails in Swedish, English, Spanish, Norwegian or Danish. You will get the reply in the same language as your e-mail, except if you write to me in Norwegian or Danish. If that is the case, you will get the reply in English or Swedish. Whichever e-mail you send me, must be polite and properly written or it will be ignored and deleted. I will probably not reply to questions already answered in this document, unless the answer isn't clear enough.

cwall_85[at]hotmail.com

=====
11.4 About the Author
=====

Not that anyone cares, but I think it's nice to know something about the author that has written the FAQ. My name is Christian Wall and I am born in 1985. I live in a small town in the middle of Sweden together with my little brother and our cat. I am currently (Summer, 2003) on a Summer vacation from the gymnasium (highschool) and I will be studying there for another year. When I have finished my gymnasium time, I will continue to study either law or economics. In my spare time, I like to play videogames, read books, write FAQs and believe it or not, I like studying.

=====
17.5 Copyright Notice
=====

This document is protected by international copyright law. You may download this document for personal use, print it and/or put it on your homepage/site. However, this document may not be altered or divided into different parts, and no parts may be removed. It may not be published in any magazine and/or sold for profit. You may not convert it into HTML, nor any other file format. It may only be displayed in ASCII text (.txt). All credit must be given to me, Christian Wall, the sole owner of this document. If you follow these demands, you may publish it on your homepage/site. You do not have to e-mail me about it. I will not send my FAQs or updates to any other sites than the ones listed below. If you want the most recent versions, go there.

<http://home.swipnet.se/cpg>
<http://www.gamefaqs.com>

Copyright (c) 2002-2005 Christian Wall

=====
17.6 Final Words
=====

Thank you for reading.

Copyright (c) 2002-2005 Christian Wall

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

- End of Document -

This document is copyright CWall and hosted by VGM with permission.