

Luigi's Mansion FAQ/Walkthrough

by Wroth

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Luigi's Mansion for the Nintendo GameCube
A FAQ/Walkthrough by Ben "Wroth" DuPree
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Version 2.0
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Part One: Story
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It began as simply another day in the life of the lesser known of the two plumber brothers, Luigi. However, at its conclusion, his life would be completely different. On this day, as Luigi went to check his mail, he noticed that in his mailbox was an odd envelope. This envelope contained a letter that, to his surprise, stated that he was now the proud owner of a mansion as he had won a contest. Luigi, rather jubilant, called his brother, Mario. After imparting his tale to his brother, the two decided that they would meet at the mansion to celebrate Luigi's fortune and new home.

Following the map he received with the notice of his new mansion, Luigi wandered off into the woods in search of his mansion. His navigational skills were found wanting, however, and he became lost. After what seemed like an eternity, he arrived at a spooky looking mansion that, as it was at the spot indicated on the map, had to be his prize. Since he had been lost for a good while and had taken a long time finding the mansion, Luigi assumed that his brother, Mario, was already inside. Walking up to the front door of the mansion, Luigi enters.

An uncomfortable darkness greeted Luigi upon entering the mansion. Thank goodness he had brought his lucky flashlight, he thought. Switching it on, he called fearfully for his brother. There was no response. Deciding that he should go look for Mario, Luigi timidly advanced up the stairs. When he reached the top, he proceeded to open a large double-door that he saw before him and enter the room beyond it.

What Luigi faced next was not what he had expected. Shortly after entering the room, seemingly out of thin air, numerous specters appeared and began advancing upon the terrified plumber. Luigi thought that he was done for when, from the door he had just entered, an old man toting a vacuum entered and started sucking up the ghosts. As more and more ghosts appeared, the old man grabbed Luigi and fled the mansion.

After a short walk, Luigi and the old man arrived at the old man's laboratory near the mansion. The old man, after calming the scared plumber down, introduced himself as professor Elvin Gadd. Professor Gad went on to tell Luigi exactly what was going on...

Professor Gad, aside from being a scientist, is a connoisseur of ghosts and ghost artwork. Throughout his years, Gadd had captured twenty-two famous ghosts and, using a device of his invention called a "Ghost Portrificationizer," turned them into paintings. However, he no longer has any of these paintings, as these famous ghosts are no longer in his possession. Fifty Boo ghosts lead by King Boo (who wears a crown), Gadd goes on to tell, released the famous ghosts from the portraits and, together, they built the mansion. The purpose of the mansion was to serve as a hideout for the ghosts and as a trap for Mario and Luigi. The King Boo, having been foiled on numerous occasions by the Mario Brothers, wants to capture them. Thus the contest and the prize mansion were traps. The ghosts have already captured Luigi's brother, Mario. They want Luigi to be next.

Realizing that Luigi is his only hope, Professor Gadd gives his Vacuum, the Poltergeist 3000 ghost catching device, to Luigi. It is his hope that he can free Mario, capture back the lost portrait/famous ghosts, and capture the Boos and their king.

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Part Two: Controls
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Analog Stick- Move Luigi.

Direction Pad- No use.

Camera Stick- Turn Luigi while using flashlight/vacuum.

B-Button- Turn the Flashlight on or off/Cancel.

A-Button- The action button. This button is used to talk, search areas, open doors, choose options, and hit objects. When Luigi is out in the open (he is not near any objects), this button makes Luigi call "Mario!" Lastly, when using the map, this button zooms in.

Y-Button- Brings the map up.

X-Button- Activates the Game Boy Horror

Z-Button- Bring up the item list.

Left Trigger- Expel a vacuumed element.

Right Trigger- Activate Vacuum.

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Part Three: Vacuuming Strategies

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The principal weapon that you will use in this game is his Poltergeist 3000 ghost catching device. When used properly and in coordination with other items, this device can be used to capture ghosts. Since Luigi's Mansion is haunted, you will be capturing many ghosts. A certain strategy to capture these ghosts is required.

Ghosts, for starters, are afraid of light. Your flashlight will come in handy, then. The instant a light is shined on a ghost, it will become startled for a moment and its heart will be visible. It is at this moment that a ghost can be captured. However, if the light is shone on a ghost for too long, it will recover from the initial startle of the light and flee. Therefore, good timing is needed to capture the aforementioned ghosts.

When a ghost first appears near you, Luigi will yell out in terror, as he is easily frightened. The ghost's appearance will be denoted by a decent amount of mist condensing on a particular area. From this mist the ghost will appear. When the ghost is somewhat close to you, shine the light on it. You must wait till it is near as you will not be able to vacuum the ghost if it is far away. The moment after the light is shone on the ghost (and it is startled), activate your vacuum by pressing down on the right trigger. If done quickly enough, the ghost will be caught in your vacuum's suction. This is not the end, though, as you still have to reel the ghost in.

Once the ghost has been caught in your vacuum's suction, it is necessary to reel it in. To do this, pull the analog stick in the opposite direction from the ghost. For example, if the ghost is on the right (and thus attempting to flee in that direction from your vacuum), pull the analog stick to the left to counter it. As you do this, you will see a number on the ghost (its health) go down. Once this number hits zero, the ghost will be sucked into your vacuum and it will be captured. Please note that if you are not swift in vacuuming the ghost in, it will eventually break free of your vacuum's suction. If this happens, simply repeat the above steps and continue where you left off.

One final aspect of the vacuum that you should be aware of is its ability to expel elemental attacks. Throughout the course of the game you will pick up various elemental medallions. These medals will enable you to use three elemental attacks: fire, water, and ice. To acquire the ability to use the elemental attacks, you must go near a large source of fire (a torch), water (numerous sources from toilets to sinks), or ice (ice bucket or refrigerator). Once near one of these sources, start vacuuming the source. If you have the appropriate medallion, a small elemental ghost will emerge from the source. Vacuum this ghost to gain access to the elemental attack, which you can use by pressing down on the left trigger. Certain ghosts are only vulnerable to various elemental attacks, so be on the look out for ghosts without an ordinary heart (for example, a ghost with a heart coated in ice needs fire to defrost the heart).

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Section Four: Using the Game Boy Horror

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At the start of the game, you will acquire an object known as the Game Boy Horror. Although it may look like a traditional Game Boy Color, its

functions will aid you in many ways during your journey into Luigi's Mansion. The Game Boy Horror serves four purposes: it allows you to search areas, it is a Boo sensor, it serves as a map, and it shows your item/ghost list.

Firstly, the Game Boy Horror is used as a searching device. Upon activation by pressing the Y-Button, the game switches from third-person point of view to first-person point of view as you will, through Luigi, look through the Game Boy Horror. While looking through the Game Boy Horror, you will be able to do numerous things that you would not be able to do without it. You will first be able to conduct searches of objects to determine whether or not they contain any hidden secrets. If an object, such as a chair or a pot, contains a secret, the Game Boy Horror will let you know by making a question mark appear on the screen in front of the object. These secrets vary from items to ghosts. Also, when facing the ghosts who are more difficult to spot or startle, the Game Boy Horror will allow you to view the heart of the ghost without startling it so that you possibly may gain some insight on how to capture the ghost.

Secondly, the Game Boy Horror serves as a Boo Sensor. About a quarter of the way through the game, the Boos will come out of hiding and begin lurking the mansion. At this moment your Boo Sensor will be enabled. The Boo Sensor takes the form of a light on the top of your Game Boy Horror. When a Boo is in the same room as you, the sensor, initially blue if there are no Boos present will turn yellow and start beeping and flashing. The closer you get to the ghost, the more frequent these beeps and flashes will become. When you are right next to the ghost, the light will turn red. Search the area that is indicated by the Boo Sensor to flush the Boo out into the open. After this, it is simply a matter up vacuuming it up (although they will put up a fight, so be careful).

Thirdly, the Game Boy Horror serves as a map. Pressing the Y-Button will bring up your map. The map is an incredibly handy feature. It will display every level of the mansion, from the basement to the roof, and almost everything you will need to know about the floors. It will show which rooms you have visited and during which parts of the game you visited them. Yellow represents a room visited in area one, blue represents a room visited in area two, green represents a room visited in area three, and red represents an area four room. Also, every door will be displayed as either locked or unlocked, with the door being either green (unlocked) or with a keyhole icon in it (locked).

Finally, the Game Boy Horror provides you with a way to view what you have collected throughout the game and which ghosts you have captured. On the item list you will be able to see what treasure you have collected and what items you have. On the ghost list, at your fingertips, will be a compilation of which ghosts have fallen to your vacuum along with a brief description of the ghost.

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Section Five: Area One Walkthrough
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Foyer
Treasure: None
Ghosts: None
Keys: Yes- Parlor

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Upon entering the mansion, you are greeted by an ominous scene. The foyer, dimly lit with the only light being provided by a few candles and the occasional lightning strike, is an eerie sight to behold. Once Luigi has finished his dramatic, fearful entrance, aim your flashlight to the left and advance up the stairs. At the top of the stairs, on the second floor of the foyer, is a set of double doors. However, on further inspection, these doors seem to be locked. Wander back down the stairs and the solution to this mystery will present itself in the form of an entity. An orange mist, carrying a golden object, will descend from the second floor and hover above you for a moment. As it departs to the tune of numerous cackles, the object, a key, will drop. Pick up the key and go back up the stairs, using the key in the double doors. They will unlock, allowing you to enter the next room.

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Parlor
Treasure: None
Ghosts: Many
Keys: None
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The orange mist, a mystery in the foyer, will reveal itself. They are ghosts! As the door closes behind you, the spooks will advance upon you. However, before they can lay a spectral finger on you, a short little man will rush into the room and, using a vacuum cleaner, start assailing the ghosts. After a short struggle, the ghosts will hit the man and he will flee the scene with you in tote.

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Professor E. Gadd's Laboratory
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The little man with the vacuum is none other than Professor Elvin Gadd, the famous ghost hunter. He will explain that the Boo ghosts, under King Boo, constructed the mansion in a matter of days for use as a safe haven for ghosts and as a trap for the Mario Brothers. Mario, relays Gadd, already entered the mansion a few days ago and has not been seen since. He believes that you, as Luigi, are the only one who can save Mario and defeat the ghosts located within the mansion.

Before he lets you go, Professor Gadd decides to give you some training. Use the vacuuming strategies I described earlier in the guide during his training session and you will nab numerous ghosts. After the session has ended, Gadd will show you his gallery. Oddly, there are no paintings left. It seems that all of Gadd's artwork were former ghosts who he captured and turned into paintings using a device. The portrait ghosts, freed by King Boo and his Boo troupe, now roam the mansion. Gadd tells you that, beyond saving Mario, he wants you to recapture these ghosts so he can restore them to the gallery.

Once you have finished in the gallery, you will return to the laboratory. It is now time to start the adventure. Gadd will give you the Poltergeist 3000 ghost-catching device and you will go back to the mansion.

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Foyer
Treasure: 22 Coins, 14 Cash

Ghosts: None

Keys: None

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As you re-enter the mansion, you will see an old friend. Toad, a faithful servant of Princess Peach, is sitting on the rug in the center of the foyer, crying. Go up to him and talk to him and he will tell you how the Princess sent him here to find Mario. Reassure him that everything will be okay and that you will find Mario. After doing so, he will cheer up, the lights will come on in the room, and you will be able to access his SAVE feature. Once your chat concludes, head up the stairs. There is some treasure to grab before you enter the door, though. Get the coins that are strewn about the floor first. Next, aim the vacuum at the chandelier and activate the suction. After a brief moment, many coins and a good deal of cash will spill out from it. Collect it all and go into the Parlor.

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Parlor

Treasure: 24 Coins, 10 Cash

Ghosts: Three Orange Ghosts(10)

Keys: Yes- Anteroom

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This room, like every other room in the mansion except the foyer, is dark. That means that any ghost may be lurking in here. Keep your wits about you. Start by vacuuming up all of the loose coins you will find in here. After you have them all, walk to the portrait in the center of the room and use the vacuum to blow out the candles in front of it. The ghosts lurking in this room will not take kindly to this. The portraits, formerly lifeless, quickly spring to life, cackling and declaring that you will not make it out of this mansion alive and that you will suffer the same fate as your brother. Once every portrait finishes its own spiel, three orange ghosts will come at you. Luckily, they will not come all at once, so this room is not too hard. Simply use the tactics you learned in the training room and eliminate the three orange ghosts. When you are done, the lights in the room will turn on and a treasure chest will appear. Open it to obtain a key. Before you leave, as always, you must collect the treasure of the room. Search the cabinet behind the treasure chest, which contains a decent amount of coins and cash. When you have the treasure, use the key in the small door in the upper-right hand corner of this room.

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Anteroom

Treasure: 10 Coins, 10 Cash, And One Gold Bar

Ghosts: Four Orange Ghosts(10) and Two Pink Ghosts(20)

Keys: None

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Unlike the previous room, the Anteroom has no special tricks that will summon the ghosts; they simply will come after you quickly. Turn off your flashlight and wait for the ghosts to come to you. Beyond the orange ghost you were introduced to in the Parlor, a new breed of ghost, the pink variety, is seen in the Anteroom. The pink ghost, while equally as spooky as any other ghost, has 20 health and is slightly more powerful than the orange ghosts. Beware especially when two ghosts are summoned at the same time. Once the ghosts have fallen, the lights of the Anteroom will turn on. Be sure, before you advance on, to collect the gold bar that is located in the left most desk with a vase

on it. Also vacuum both chandeliers as the right one contains cash and the left one contains gold coins. With the treasure in tote, advance to the next room via the door on the left hand side of the Anteroom.

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Wardrobe Room

Treasure: None

Ghosts: Three Orange Ghosts(10) and Two Green Ghosts(40)

Keys: Yes- 2F Hallway

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You now enter the wardrobe room. As always, the ghosts are out in force in this room and will come at you almost immediately. The orange variety, as you have seen before, is no problem. However, a new green type of ghost is in this room. The green ghosts, 40 health strong, also throw spectral bananas around. If you step on one of these bananas, you will slip, incur damage, and some change will be knocked from you. Avoid these bananas at all costs, as if you slip your suction, if established, will be broken. Carefully eliminate the first two orange ghosts and the two green ghosts that will present themselves to you in the open. A third orange remains hidden for you to find. Search it out by opening the left-most wardrobe container and capturing the said orange ghost that waits inside. Once this final one is captured, the lights will turn on and the key will become visible. Vacuum the key to you. Since there is no treasure in this room, simply leave it through the door on the left side of the room.

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Small Balcony

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On this balcony is neither ghosts, nor treasure, nor keys; only a crying toad is here. Talk to the sad little fellow and find out that he is crying because he does not know where Mario is. Surprisingly, your face alone will cheer the poor little mushroom up, causing the light on the balcony to turn on. Save the game if you want and leave the balcony.

From here, wander through the wardrobe room, past the anteroom, and beyond the parlor, to the foyer. Once in the foyer, go to the left (your left) and use the key obtained in the wardrobe room in the door. Enter the hallway.

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2F Hallway

Treasure: 11 Coins

Ghosts: Numerous Small Rodent Ghosts(0)

Keys: None

=====

As you are about to enter the hallway, Professor Gadd will contact you via the Game Boy Horror. He alerts you that he is detecting strong spectral signals from the area you just entered. He believes that some of his portrait ghosts lie ahead, and that we should be careful. Keeping that in mind, vacuum up the coins you see before you and enter the first door on Luigi's right.

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Study

Treasure: 10 Cash

Ghosts: Neville(100)

Keys: Yes- Master Bedroom

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The study contains the first portrait ghost of our adventure. Neville, the bookish father, is in this room. To see him, turn off your flashlight and turn your back to him. Do not worry; he will not attack you. He is sitting in his recliner, contenting himself in a book. Now we must deal with the task at hand; we must capture Neville. To do this, observe him for a moment. He sits in his recliner, rocking back and forth, reading. Every now and then he will yawn. This moment, when he is yawning, is our chance. Take your time, as this is difficult for a beginner. Keep your flashlight off and wait until Neville yawns. The second he starts yawning, quickly turn around and turn your flashlight beam loose upon him. This will startle him. He will not remain startled long, so use this opportunity and let loose your mighty vacuum upon him. He has 100 health and is faster than the other ghosts, so when he tries to flee from the suction of your vacuum, pull quickly and violently in the direction opposite from his path of flight. With luck, you will bag Neville in one try. If not, simply repeat the process until he is captured.

After you capture Neville, pick up the pearls that he drops. Do not ask me why, but while you are capturing these portrait ghosts (wearing them down with suction), they drop pearls. If you manage to capture the ghost in one suction run (it does not break free), you will get the greatest amount of pearls. Collect your pearls, open the treasure chest that Neville left behind, and obtain your key as well. Prior to checking out of this room, search Neville's desk for a sizeable amount of cash. With the cash and key in hand, leave the room.

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2F Hallway

Treasure: None

Ghosts: Numerous Small Rodent Ghosts(0)

Keys: None

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With one portrait ghost already under your belt, it is time to capture another. Upon exiting Neville's Study, walk to the left (Luigi's right) and to the end of the hallway. At the end of the hallway is the door that the key you have opens. Unlock the door and enter.

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Master Bedroom

Treasure: 25 Cash and One Gold Bar

Ghosts: Lydia(100)

Keys: Yes- Nursery

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Neville's wife, Lydia, is contained within the confines of the master bedroom. She, wanting to look her best, even in the afterlife, sits on a stool, facing a mirror, combing her hair. She will brush endlessly unless you can find some way to distract her. The only way is to make it so she has to get up off her stool. To do this, we must make a breeze blow in this dark room. Walk to the curtains near Lydia and activate your vacuum. Vacuum the curtains to the right so they open, allowing a wind to enter the room. Lydia, not wanting her hair to be messed up, will get up to close the curtain. Now is our chance. While she is standing to close the curtains, shine the flashlight on her.

After she is startled by the sudden burst of light from your flashlight, activate the vacuum and start sucking her up. Like her husband, Neville, she is a tough capture. Use the same strategy that you used on Neville and she will be yours.

Once Lydia is captured, collect her pearls and open the chest she leaves behind. Inside is the key to the nursery. Next, obtain the treasure in the room. There is a gold bar located in the drawer of the nightstand that is located next to the bed. Also, if you turn the vacuum on the ceiling fan for long enough, a lot of cash will reign down on you. Collect it all and go back into the hallway.

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2F Hallway

Treasure: None

Ghosts: Numerous Small Rodent Ghosts (0)

Keys: None

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A baby's cry will greet you, as the hallway is re-entered. It is emanating from the nursery, your next destination. Slowly walk to the room, sucking up any rodent ghosts you meet along the way. Unlock the door to the nursery when you come to it and prepare for trouble.

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Nursery

Treasure: 15 Coins

Ghosts: Chauncy(100)

Keys: Yes- 1F Hallway

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This room looks harmless enough: teddy bears, balls, and a rocking horse. However, lying in the crib is an evil spirit: Chauncy. Like any baby, Chauncy likes to play. Except in this case the baby is a ghost and you might not like his definition of "play." Set your fears aside and proceed to the rocking horse. Collect the gold coins around it and begin vacuuming the horse itself. After a brief period, Chauncy, liking the rocking, decides that he wants to play with you. To this declaration, the door will lock and Chauncy will start coming after you. To combat the ethereal baby, use the vacuum to suction the ball on the floor. If the ball is brought to your feet and the vacuum nozzle is aimed down, the ball will be caught in the suction. Once the ball is caught like this, wait three to five seconds (this is how long it takes for a powerful suction to be established), aim the vacuum at Chauncy, and release the R-Trigger (turn off the vacuum). The ball, if your aim is true, will fly into Chauncy. He will get mad at you for this and, to make the fight fair, he will shrink you and drop you in his crib.

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Boss Fight 1: Chauncy

Health: 100

Attacks: Rocking Horse, Balls, and Bottle Slam

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Now that you are small, Chauncy has the size advantage. He will surround you with rocking horses at the start of the battle in order to scare you. Although Luigi will be frightened, you can see past his parlor tricks and know you will win. Chauncy will commence his attacks by sending individual rocking horses out at you. It is easy to avoid these. When one starts to come at you, simply move out of its way. It

is no more difficult than that. For his next attack, Chauncy sends multiple bouncy balls out at you. If you avoid all of these balls, one will not leave the crib. Instead, it will fall idle and will turn into your weapon. Approach this last ball that now lies in the crib and suction it up. Aim it at Chauncy like you did before and fire away. If you hit Chauncy, he will become vulnerable for a brief moment. During this moment, activate your vacuum and start to suction him. You will not be able to capture Chauncy in one try, so work at it, repeating the same strategy, until you have captured the baby ghost. When you have defeated and captured Chauncy, you will be restored to your normal size and a treasure chest will appear.

Before you collect the treasure, though, be sure to gather the rest of the treasure that is located in this room. This amounts to only a small cache of coins located in the ceiling lamp. Gather these, open the treasure chest, and collect a pink key. This key opens the first floor hallway. When the key is obtained, Professor Gadd will contact you, inviting you back to the Lab so the ghosts you captured can be restored back to paintings.

Congratulations, you have completed area one!

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Section Six: Area Two Walkthrough
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Foyer
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Now that you have the key to access the first floor hallway, we might as well use it. Wander forward once you have left the lab for the second time and let the door in front of you have its thorns mysteriously vanish. When they are gone, use the key in the door and enter the hallway.

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1F Hallway
Treasure: None
Ghosts: Rodents(0), Bats(0), Yellow Ghosts(0), and Hangers(0).
Keys: None
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As we have entered a new part of the mansion, naturally there will be new foes for us to grapple with. The new enemies in the hallway that we must contend with are the bats, the yellow ghosts, and the hanging ghosts (hangers). The first of the three simply rest, as bats do, on the ceiling, waiting for your ever-eager vacuum; they are not hard at all. The yellow ghosts are quite similar to the orange ghosts we met in area one; they move and look similar. However, what makes the yellow ghost unique is in its attack. If left alone, the yellow ghost will produce a purple bowling ball from out of thin air and then will roll it at you. Defeat these yellow haunts by doing the same as you would on an orange ghost; shine the flashlight on the yellow ghost to stun it and then vacuum the sucker up.

The last ghost, the hanging ghost, is the most challenging of the three new types. The hanger ghosts will drop down from the ceiling (hanging upside down as their name indicates) and either flails at you (white hangers) or drop a bomb at you (purple hangers). While being slightly

more challenging than the rodents or bats, these ghosts are not a problem. Simply aim the flashlight up at them after they have popped down and, once they are startled, vacuum them up.

With these new strategies in mind, let us proceed along the hallway. After entering the new area of the mansion, turn right and, when you come to the corridor, turn left. Be wary as you meander down this corridor, as a hanging or a yellow ghost usually inhabits it. Once you reach the end of the corridor, turn left and walk all the way to the end of this corridor. At the end is a familiar sight: a door rendered impassible by thorns. Ignore the door for now since we have no means of opening it. Instead, enter the last door on Luigi's left.

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1F Bathroom

Treasure: None

Ghosts: Two White Grabbers(10)

Keys: Yes- Ballroom.

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As you enter the bathroom of the first floor, the sound of running water and a new ghost type greet you. The new ghost type is the white grabber ghost. These ghosts, sleek and shark-like in appearance, will, if you are not careful, grab onto you. By doing this they disrupt your actions, making vacuuming impossible. Shake them off by moving the control stick a lot. If you do not let them get too close to you and are handy with the flashlight, then these ghosts are no big deal and will be easy for you.

Shortly after you enter the bathroom, these grabbers make your acquaintance. Use the tactics I just described and they will drop quickly. Once the two ghosts are eliminated, the lights turn on and Professor Gast contacts you. He provides the same instructions that I just provided you with, so you can pretty much ignore what he has to say. When the professor is done, use your vacuum to suction the key that now presents itself to you. With it in hand, leave the room.

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1F Hallway

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You can unlock the ballroom, the dance center of the mansion, with your newly found key. Turn right after exiting the bathroom and when you get to the corridor turn right again. The door to the ballroom is the only one on Luigi's left (your right) as you go down the corridor. Enter it.

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Ballroom

Treasure: 15 Coins, 15 Cash, and One Gold Bar

Ghosts: Six Shy Guy Ghosts(20), The Floating Whirlwindas(100)

Keys: Yes- Storage Room

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Keeping with the tradition of the new area, this room too has a new group of enemies to contend with. The shy guy ghosts, who have returned from their deaths in Super Mario 2 to make an appearance here, are present in the ballroom. They are different from other ghosts, and thus require a bit more effort to destroy. Each shy guy ghost carries a spear and wears a mask. With the mask on, the flashlight has no effect on them. Before you can vacuum them up, it goes to figure, you must do

away with the mask. Start combating these enemies by using the vacuum to suck their masks off. De-masked, they are no more difficult than any other ghost. Simply shine your light upon them and vacuum away once their masks are off. Beware of their spear; it can do a lot of damage.

These new foes will make themselves seen right away. Right after you enter the ballroom, three pairs of shy guy ghosts (six total) descend from the ceiling and begin dancing. Take them on one pair at a time, using the strategy laid out. With some skill, they will drop in no time. The haunting is not over at this point; it has just begun.

After the shy guy ghosts have been eliminated, the fourth portrait ghost(s), the Floating Whirlwindas, appear. They, like the shy guys before them, are dancing to the music of the ballroom. They also hold a trait common to the portrait ghosts: they are hard to catch. To add to the fun of the moment, the black and white dance floors in the room start spinning in a clockwise motion. The dancing couple can only be seen while on the spinning dance floor, so enter onto it and watch them for a moment. Like all the portrait ghosts before them, there is a pattern that gives away when they can be caught. Every now and again the male dancer spin around, raises his arms, and shouts an "Aah!" At this moment they are vulnerable to your flashlight and vacuum. Wait for the male dancer to do this, and when he does blast him with your flashlight. While he is stunned, vacuum the couple up.

Once the fourth portrait ghost(s), the dancing couple, have been vacuumed up, grab the key that rests in their chest. Also vacuum the two chandeliers for treasure. Use the key in the door in the back-right area of the room when you are done.

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Storage Room

Treasure: None

Ghosts: Two Pinks Ghosts(20), Two Red Grabbers(20)

Keys: None

=====

Two pink ghosts and two red grabbers greet you and your frightened plumber in the storage room. The pink ghosts are no sweat; we have dealt with them before and they are easy. The red grabbers, on the other hand, are new. They are very similar to the white grabbers in every respect except for their grab. The white grabber's grab does no damage, it only holds you in place; the red grabber's grab does a decent amount of damage to its unlucky recipient. Be extra careful when fighting the red ones; they pack a wallop if they get in close. After defeating both, the lights turn on. However, nothing else happens. Solve this puzzle by peeking at the mirror. Notice that red button in the reflection? Push the button and the room will extend out to its full length.

Something is still not right; the remainder of the room is empty sans a grating on the floor and a poster on the wall. Use your vacuum to suck the poster off the wall, revealing another button. Push it and the grating will open. The result of the grate's opening is horrifying. Many Boos (51 to be precise, counting the King), stream from the open grate and flee Luigi at the sight of the vacuum. After they depart, Professor Gadd buzzes your Game Boy Horror and tells you that these ghosts were the ones who kidnapped Mario. The professor suggests that you come back to the lab. Who are you to disagree with the man who gave you the vacuum?

=====
Gadd's Laboratory
=====

When you return to the lab, Gadd informs you about the Boos. He says that they are strong in large numbers, but alone they are weak. The only way Luigi can save Mario, according to Gadd, is to pick off the Boos individually so their power does not overwhelm him, too. Gadd finishes by telling you about the Boo Monitor of the Game Boy Horror. Since we already know how to use this we will go back to the mansion and get the jump on those Boos.

=====
Foyer
=====

With our new Boo Monitor in hand, it is time to mop up some Boos. Go forward and enter the door directly in front of you that leads to the first floor hallway.

=====
1F Hallway
=====

We should start looking for Boos where we left off in the mansion. Therefore, we are heading to the ballroom. Turn right and then turn right again at the corridor. The ballroom is the first and only door on Luigi's right.

=====
Ballroom
Treasure: None
Ghosts: Boo La La(60)
Keys: None
=====

One of the more elegant ghosts, as her name implies, hides in the ballroom. Search out Boo La La by using your Boo Monitor. As you near her the monitor will beep more and more quickly. You have found her when the monitor turns red. Vacuum her hiding spot to draw her out and vacuum her up. We have one Boo down, 49 to go. Our next stop on the Boo tour is the storage room, which is located directly behind the ballroom.

=====
Storage Room
Treasure: None
Ghosts: GameBoo(50)
Keys: None
=====

The second Boo, GameBoo, hides here. Flush him out in the same manner you did Boo La La; vacuum his hiding places until he is forced into the open. When GameBoo is finally revealed, vacuum him up. In no time at all we have already caught two ghosts; you should be proud. Leave this room and exit the ballroom as well once GameBoo and Boo La La are snagged.

=====

1F Hallway

=====

With two Boos already under your belt, you should waste no time in snagging more. Head down the corridor and turn to your left (Luigi's right) and enter the main door that leads to the Foyer.

=====

Foyer

=====

To do battle with your next target, the Boos on the second floor, you must ascend the stairs and make your way first to the area where the first portrait ghosts used to live. Go up the stairs and, upon reaching the top, turn left and enter the small door.

=====

2F Hallway

=====

You start with the study, the former home of Neville. Enter the first door on your right.

=====

Study

Treasure: None

Ghosts: TaBoo(50)

Keys: None

=====

The third ghost, Taboo, calls Neville's study its temporary hiding place. Flush it into the open with your vacuum and Boo Monitor. Once it is in the open, finish the job by vacuuming it up. Once you have eliminated it and sent it to Professor Gadd via the Game Boy Horror, leave the room.

=====

2F Hallway

=====

The turn of temporary hiding spot for a Boo now belongs to the Master Bedroom, the former residence of Lydia, Neville's wife. Head down the hallway to the end and enter the last door on Luigi's right.

=====

Master Bedroom

Treasure: None

Ghosts: Boolicious(30)

Keys: None

=====

Since Lydia is out of the picture, this room is up for grabs. The yummy Boolicious has decided to hide here. Find the tasty Boo's choice hiding spot, force him from it, and vacuum away. Since Boolicious has the least amount of health of any Boo, capturing him should be no problem whatsoever. After capturing Boolicious, exit the bedroom.

=====

2F Hallway

=====

Finish off the family by heading to the nursery of the family baby, Chauncy. Chauncy's room, as you recall, is the last room on the left.

=====
Nursery
Treasure: None
Ghosts: TurBoo(50)
Keys: None
=====

The speedy TurBoo is hiding in the nursery. Discover his place of hiding using the Boo Monitor, draw him from it, and capture the swift haunt. Since this room serves no purpose now, depart from it.

=====
1F Hallway
=====

Exit the hallway the same way as you entered it, via the door at the end of the hallway on the opposite end from you.

=====
Foyer
=====

Stay on the second floor; there is more to explore. Enter the parlor via the large set of double doors in the middle of the upper foyer.

=====
Parlor
Treasure: One Gold Bar
Ghosts: BamBoo(30)
Keys: None
=====

Another not-so-tough haunt, BamBoo, hides in the Parlor. This wimpy specter is a pushover for even a frightened plumber like Luigi. Capture the ghost in the usual manner. However, after you send him to Professor Gadd, he will tell you that you should probably take a break and go to the washroom to freshen up. With that comment, the washroom, previously locked and located in the first floor hallway area, is now unlocked. Before we go down there, you should finish off the Boos in this area. Use the vacuum on the chandelier to get the gold bar and then exit the room through the door in the back that leads to the anteroom.

=====
Anteroom
Treasure: 5 Coins and 5 Cash.
Ghosts: Bootha(50)
Keys: None
=====

The polite Bootha hides in the Anteroom. Smoke her out with the usual search tactics and capture this wily ghost. Once Bootha has met her demise, a buzzing sound alerts you to the fact that Gadd, through the Game Boy Horror, desires to speak with you. He says that since you have been on such a blistering pace catching the Boos, that you should take a relaxing break and journey to the first floor washroom to wet your face. Before you move on, check the second desk with a vase on it (the

middle one) for a slight reward.

Now that you have finished the anteroom off, exit it and go through the parlor and out the double doors. When you reach the foyer, descend the stairs and enter the first floor hallway.

=====
1F Hallway
=====

To get to the Washroom, go to the right and make a left up the hallway. At the top of the corridor turn left and walk to the next turn of the hallway. The washroom is the first door on your left after the turn.

=====
1F Washroom
Treasure: 10 Cash
Ghosts: None
Keys: Yes- Fortune Teller's Room
=====

Toad again? Another of the ever-present mushroom associates of Mario and Luigi is located in this washroom. He is sitting next to the toilet, bawling. Approach the disheartened little guy and talk to him. He tells you that he lost something very important down the toilet. Inspect the toilet after the fact and you will find a key. Since Toad has been cheered up and the lights to the washroom are now on, it is safe to assume that there are no ghosts around. Vacuum the medicine chest for a reward and leave the room, heading to the room that we now have a key for- the fortuneteller's room.

=====
1F Hallway
=====

Head back down the hallway the way you initially came and turn into the corridor. As you reach the bottom, turn right. The fortuneteller's room is the first door on your right after the turn.

=====
Fortune Teller's Room
Treasure: 10 Coins, One Gold Bar
Ghosts: Madame Clairvoya (Not Vacuumable)
Keys: None
=====

The creepy fortuneteller, Madame Clairvoya, inhabits this room. When you enter the dark room, however, it seems no one is present. Shine some light on the situation by shining your flashlight on the crystal ball that is on the table in the center of the room. The fortuneteller will appear after you do. Talking to her reveals that, if brought dropped items of a lost friend, she can discern what happened to that friend. Maybe we should bring her anything we find in the mansion? There is another door present in this room- an unlocked door- that we can take. Prior to leaving, search all drawers in the room and gather treasure. Once ready, exit the room through the door on the right-hand side.

=====
Mirror Room

Treasure: Fire Element Medal

Ghosts: Five Green Grabbers(20), Kung Boo(40)

Keys: None

=====

The mirror room, adjacent to Madame Clairvoya, introduces a new ghost type, the Green Grabber. This ghost, similar to the red grabbers, will attempt to get near you and grab you, causing damage if they do manage to latch on. Unlike their red brethren, the green variety is invisible. That should not be a problem, though, since this is the mirror room and the mirror has a reverse vampire effect on the ghosts. They may be invisible to your eyes, but the mirror sees all.

These green grabbers greet you as soon as you enter the room. Be cautious and defeat all five of them. Once you do, the lights to the room will turn on and a treasure chest will also appear. Open it to collect a new toy, the Fire Element Medal. Now that this medal is in your possession, every time you approach a source of fire (such as the torches in this room), a fire element ghost will appear. If sucked up with the vacuum, this ghost will transfer the power of fire (in limited supply) to your vacuum (it can be expelled with the left trigger).

Finish off the Boo that has been hiding in this room the whole while after you acquire your new toy. Kung Boo, the Bruce Lee of the Boo world (okay, not really), hides somewhere in this room. Sniff him out with your usual tactics and, since he has only 40 health, dispose of him quickly. Now there are eight Boos down, 42 to go! Since there is neither treasure nor a key in this room, leave after defeat Kung Boo...

Gotcha! There is still a spiny coating on the door. Now that you have the power of fire, I suggest you use it. Approach the torches burning brightly in the back of the room and suck a fire element from one of them, filling your vacuum with fire. Proceed afterwards to light the candelabras in two corners of the room. Only after doing that will you be able to leave.

=====

Fortune Teller's Room

Treasure: None

Ghosts: Madame Clairvoya(Not Vacuumable)

Keys: Yes- Laundry Room

=====

Not that we have fire in our arsenal, the key that was initially not present in this room reveals itself. Using the fire left over from the previous room, light the candelabras in this room (four in total) to reveal the key. Vacuum it down to you and leave the room.

=====

1F Hallway

=====

Did you notice that, while walking the 1F hallway, there is a mysterious, floating, candelabrum? That is Shivers, the ghostly butler of the Mansion. He is invisible because his fire is not lit (go figure). Do him the favor and ignite his candelabrum. He will start screaming hysterically and running like a madman after you do, so be prepared to move quickly and follow him. He will lead you to the door that you have the key to, the laundry room.

=====
Laundry Room
=====

There is much to be done in here, but since we are following Shivers, we will ignore it for now. Follow him through the door into his quarters.

=====
Butler's Room

Treasure: Five Cash

Ghosts: Shivers(100), Ghostly Rodents(0), Peekabo(40)

Keys: Yes- Conservatory
=====

After entering the room, Shivers sits down bitterly on his stool and starts complaining. With his guard down due to his ranting, the chance to capture him presents itself. While he mumbles along, shine the flashlight on him and vacuum away. Once you have him, the lights in the room turn on and a treasure chest appears. Open it and take the key inside. Remember to vacuum the ceiling lamp for treasure, too.

There is a secret to this room that not many know about. Before we discover it, refill on your fire element by approaching the candle that Shivers has in here and vacuuming it for an element. Once you have some, approach the door but do not go through it. Peek into your game boy horror to the area just right of the door. Notice that mouse hole? Investigate it with the game boy horror to create a suction through the mouse hole.

Before you leave, though, there still is a Boo to deal with in this room. Peekabo, the hide and seek ghost, hides in the Butler's room. Do what you always do to a Boo and capture the ghost.

=====
Hidden Room

Treasure: Many Coins, Much Cash, Many Gold Bars, One Sapphire, One Ruby, and One Emerald

Ghosts: Three Ice Ghosts(20)

Keys: None
=====

I wonder what the Butler was hiding in this room. Start your session in this hidden treasure trove off by vacuuming the ceiling bats so they do not hurt you. After doing that, open the first treasure chest: the one in the center of the room. Out of it will pop an element ghost, a new type.

Element ghosts are like ordinary ghosts, except they are composed of a specific element. The ghosts in this room are made of the ice element. You counteract them with your fire. When one appears, such as one just did, blast it with your vacuumed fire until five health have left it. At that point the ghost will have melted and it is safe for regular vacuuming. You cannot vacuum an element ghost without doing this, so be wary.

Finish off the three elemental ghosts in this room before you do anything else. They are located in: the center chest, the bottom right chest, and the upper left chest. Defeat them and then plunder the goodies of the room! The treasure in here is massive (including gems)

so plunder well. A Boo hides amongst the treasure, too. Search the ethereal one out from amongst the goodies. It is GumBoo, the Boo who likes chewing gum. Capture the bubblicious one and go back through the mouse hole and out of Shivers' room.

=====

Laundry Room

Treasure: 20 Coins, 20 Cash, One Gold Bar, and Mario's Hat
Ghosts: Two Pink Ghosts(20), One White Grabber(20), One Red Grabber(20), Boogie(40)
Keys: None

=====

The room seems innocent enough- it is a laundry room. However, lurking inside are some foul demons of the night... or not. There are a few ghosts in this room, but nothing you haven't dealt with before. Defeat them in an orderly manner and the room's lights will turn on and a treasure chest will appear. Inside the chest is a great deal of money. Greedily grab it up, along with the other treasure in the room, and make your way to the washing machine on the left-hand side of the room.

Inside the machine rests an item that once belonged to Luigi's brother. Mario's Hat, the signature item that Mario wears (beyond his moustache), has been freshly laundered and rests inside the machine. Pick it up and take it to Madame Clairvoya, who, with the items of the lost, can aid in their finding.

=====

1F Hallway

=====

Be careful to not get hurt by the ghosts as you go along. Walk straight until you come to Madame Clairvoya's room.

=====

Fortune Teller's Room

=====

Shine your flashlight on Madam Clairvoya's crystal ball to reveal her after entering the room. After she materializes, give her the hat. Using the hat as a device with which to call spirits, she tells you that Mario is alive. That is a start. At least he lives and is not amongst the spirits. Take that advice and exit the room.

=====

1F Hallway

=====

It is time to visit the conservatory, the room that we have a key for. Take the corridor up the top area of the first floor's hallway and turn left. The conservatory is the only door on the right.

=====

Conservatory

Treasure: 10 Coins, 15 Cash
Ghosts: Melody Pianissima(100), Boomeo(50)
Keys: Yes- Dining Room

=====

The room is devoid of all life and feeling at first. I suggest we liven

this room up. Being that it is a conservatory, many musical instruments are present. Bop all the ones you see in the room to create a beat. Once you do, Melody, the pianist, appears. She wants to play a guessing game with you. She will play a melody that, if you are any sort of Mario fan, you will know. If you answer correctly what the tune symbolizes, Melody will become upset and attack. She starts her barrage by sending her music at you. Use your vacuum to suck it all up. If you do this, Melody, without her music to defend her, becomes vulnerable to your flashlight. Shine your beam on her and, being the virtuoso you are, vacuum her up.

Now that you have the beautiful pianist safely stowed away in the bowels of your vacuum, feel free to scour the room for goodies and Boos. First open the chest that Melody left behind to acquire the key to the dining room. Secondly, tackle the Boo in this room by sniffing it out (it's Boomeo this time), vacuuming it up, and celebrating once you have done so. Thirdly, garner the treasure of the room by searching it out and vacuuming it up. After these three things are done, leave the room.

=====
1F Hallway
=====

Wander to your right upon leaving the conservatory and part-way down the hallway. The dining room will be on your right.

=====
Dining Room
Treasure: 30 Coins, 30 Cash, One Gold Bar, and One Diamond
Ghosts: Mister Luggs(100), Ghostly Servants(10), Boodalicious(80)
Keys: None
=====

Mister Luggs, the Mansion's oaf, lives in the dining room. Not satisfied in life, he gorges himself in the afterlife. Thus he sits at the dinner table, stuffing his face with a yellowish concoction. It appears that isn't all he has eaten; the floor is also strewn with banana peels. Carefully suck them up to avoid slipping on them and take a look at the glutton. He is invisible. His dinner candles, also, are not fully lit. Is there a connection? Use your fire (if you don't have any, gather some from the room) and light his candles. Once you do, he fully materializes. However, you will not be able to battle him until that yellowish gook that he continuously stuffs his face with is removed from the table and his sight. Hurry along the process by vacuuming some of the food as he eats.

Once the vacuuming starts and the food pile decreases in size, the ghostly servants come out to serve Luggs. Surprise them with your flashlight and vacuum them up so he cannot get a refill on his platter. With the servants out of the way, Luggs is all yours. Vacuum the remainder of the food. When it vanishes, Luggs will become surprised (and then enraged), and will start spitting fireballs at you. Avoid his fireballs for long enough and, being an oaf, he will tire and rest for a minute. Use this respite on his part as your chance to capture him. Shine your light on him while he rests and then vacuum him up.

Having finished off Luggs, his room is yours for the plundering. Open the chest he leaves behind and out will pop an exorbitant amount of treasure. Collect it all. Also search the cabinets for treasure. Before

you press on, do battle with this room's Boo, Boodalicious. He has slightly more health than the others, so it may require a chase to another room to finish him off. After the fact, exit the dining room through the door on its left-hand side.

=====

Kitchen

Treasure: Water Element Medal

Ghosts: Haunted Pots(0) and One Ice Ghost(20)

Keys: None

=====

The kitchen, the home to the food that Luggs devoured so readily, is the next stop on our search of the mansion. Before you do anything else, vacuum up the pots and pans from on the various appliances so that they don't attack you later. Next, open the refrigerator to reveal an ice ghost who, with your fire, you can easily deal with. Finishing off the ice ghost turns the lights on and makes a chest that contains the Water Elemental Medal appear. Collect it and proceed to search the room for the Boo that your monitor has been hinting at this whole time. Booligan is the ghost that inhabits the kitchen. Dispose of him in the ordinary fashion and, afterwards, wander over to the sink. Vacuum at the running water to produce a water elemental. Vacuum it up, obtain the remaining treasure in the room, use the water you just obtained on the burning door, and leave the room through the now fire-free door.

=====

Boneyard

Treasure: None

Ghosts: Spooky(100), Skeleton Ghosts(30)

Keys: None

=====

Spooky, the mansion's guard-dog, lives in his doghouse out here. He doesn't like intruders, so almost immediately he will wander out and attempt to bite you. Remedy this by watering the yard's patch of dirt on the left side of the yard. Once saturated, a skeleton ghost will appear. If you vacuum this ghoul up, he will leave behind a bone for Spooky to play with. Spooky, noticing the bone, will wander out to have a look. While he is distracted, shine the vacuum on him and suck him up. After he is gone, Spooky's doghouse becomes like the mouse hole in the Butler's room. Look at it through your game boy horror to activate suction. Before you travel through it, water the green blob in the dirt (it is a plant). Once you do, by all means go into the doghouse.

=====

Graveyard

Treasure: One Ruby

Ghosts: Bogmire(100), Three Skeleton Ghosts(30)

Keys: Yes- Courtyard Key

=====

The graveyard is the final stop of the second area. The area boss, Bogmire, is entombed here. Before we face him, though, we must clear the area. After emerging from the stump in the graveyard, approach the drainpipe to your right. Bang on it and a ruby will come out. Head towards the lower graves next. Bang on any of them and the three skeleton ghosts will pop up from the dusts of the Earth. Do battle with them and vacuum them up. Once they have been eliminated, the upper-most grave (obviously Bogmire's) lights up. Approach it and do battle with

Bogmire.

=====

Boss Fight Two: Bogmire
Health: 100 plus clones
Attacks: Lightning, Swarm Attack

=====

Bogmire, the ghost of the graveyard, is a lot less complicated in attack than Chauncy is. All he does is summon endless shadows of him to swarm at you with occasional assists from lightning bolts. The secret to battling Bogmire is in his shadows. They are not immune from your vacuum's suction. When the real Bogmire, colored Pink, appears, he will appear with three to seven shadows. If you use the vacuum on any of these shadows, it will suction itself to your vacuum like a ball. With a ball of shadows in your possession, wander over to the real Bogmire and fire the shadow ball at it. If you connect, Bogmire will become immersed in its own shadow, making it vulnerable. When this happens, start vacuuming. Repeat this process until Bogmire is no more.

=====

After Bogmire goes down, he leaves a chest behind. Inside this chest is the courtyard key, or the key that leads you into area three. Gadd will contact you at this point, telling you that you should probably return to the lab so he can restore the ghosts to their paintings.

Congratulations! You have completed Area Two!

=====

Section Seven: Area Three Walkthrough

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Coming soon!

=====

Section Eight: Area Four Walkthrough

=====

Coming soon!

=====

Section Nine: Frequently Asked Questions

=====

Coming soon!

=====

Section Ten: Painting Ghost List

=====

1) The Bookish Father, Neville, 42 Years Old.

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

Location: Study

2) The Mirror-Gazing Mother, Lydia, 34 Years Old.

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

Location: Master Bedroom

3) The Spoiled Baby, Chauncy, 1 Year Old.

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

Location: Nursery

4) The Dancing Couple, The Floating Whirlindas, ??? Years Old.

-Once the local waltz champions, they no longer compete since their feet don't touch the floor.

Location: Ball Room

5) 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!

Location: Butler's Room

6) The Beautiful Pianist, Melody Pianissima, 26 Years Old.

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

Location: Conservatory.

7) The Freaky Fortune-Teller, Madame Clairvoya, ??? Years Old.

-Her close connection to the spirit world lets her see nearly 49 days into the future.

Location:

8) 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.

Location: Dining Room.

9) The Hungry Guard Dog, Spooky, 4 Years Old.

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

Location:

10) The Cemetery Shadow, Bogmire, ??? Years Old.

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

Location: Cemetery.

11) The Bodybuilder, Biff Atlas, 26 Years Old.

-This king body builder loves muscles and lilies. Why lilies? They symbolize purity.

Location: Recreational Room.

12) The Bathing Beauty, Miss Petunia, ??? Years Old.

-The Miss Ghost runner-up from six years ago, she hasn't had much modeling work lately.

Location: Upstairs Bathroom.

13) 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.

Location: Nana's Room.

14) The Lonely Poolshark, Slim Bankshot, 29 Years Old.

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

Location: Pool Hall.

15) 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.

Location: The Twin's Room.

16) Jumbo Ghost, Boolossus, ??? Years Old.

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

Location: Balcony.

17-23) Coming Soon!

=====
Section Eleven: Regular Ghost List
=====

Coming soon!

=====
Section Twelve: Version Notes
=====

Version 1.0: The initial release to my places. It contains no walkthrough. Inside, however, is the basic promise of a guide with most of the sections necessary to start a guide. Stay tuned.

Version 1.5: Area One Walkthrough completed.

Version 2.0: Area Two Walkthrough completed.

=====
Section Thirteen: Copyright/Contact Information
=====

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This guide can be found on the following sites:

-www.gamefaqs.com
-http://rottedzombie.net

If you wish to contact me with comments, suggestions, or information that I might possibly have missed, please email me at Rotted_Zombie@hotmail.com or find me on AIM. My AIM name is TheRottedZombie.

=====
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=====
Fin...