# Luigi's Mansion FAQ/Walkthrough

by MetroidMoo

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<<<<<<	<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>
<<<	TABLE OF CONTENTS >
<<<<<<<	<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>
1) Version	History
2) Introduc	_
3) Story	
4) Controls	
5) Game Bas	ics
	Catching Ghosts
	Finding & Catching Boos
	Elements
6) Items	
7) Portrait	Ghosts
8) Walkthro	ugh
	Floor Maps
	Area 1
[8.3]	Area 2
[8.4]	Area 3
	Area 4
	Area 5
9) Secrets	
,	Legal Information
<<<<<<	<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>
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## =~ 2) INTRODUCTION

For once, Luigi finally has his own game! As one of the GameCube's launch titles, Luigi's Mansion takes our favorite green-clad plumber and sticks him in the middle of a ghastly dilemma involving a mansion filled with spirits. This short, mediocre (IMO) game seems to be intended for showing off the Game-Cube's capabilities rather than being a full-fledged adventure title like Super Mario 64. Nevertheless, enjoy Luigi's temporary publicity before Mario overshadows him once more!

#### =~ 3) STORY

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One day, Luigi received an unexpected message: You've won a huge mansion!

Naturally, he got very excited and called his brother, Mario. "Mario? It's me,

Luigi. I won myself a mansion, and we'll celebrate, what do you say?"

Luigi tried to follow the map to his new mansion, but the night was dark, and he became hopelessly lost in an eerie forest along the way. Finally, he came upon a gloomy mansion on the edge of the woods. According to the map, this mansion seemed to be the one Luigi was looking for.

As soon as Luigi set foot on the mansion, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen. Not only that, but there were ghosts in the mansion!

Suddenly, a ghost lunged at Luigi! "Mario! Help meee!" That's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue the Luigi from the ghosts, then the two of them escaped...

It just so happened that the old man, Professor Elvin Gadd, who lived near the house, was researching his favorite subject, ghosts. Luigi told Professor E. Gadd that his brother Mario was missing, so the professor decided to give Luigi two inventions that would help him search for his brother.

Luigi's not exactly known for his bravery. Can he get rid of all the prank-loving ghosts and find Mario?

# =~ 4) CONTROLS

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This section describes the basic controls.

Control Stick -> Move Luigi

C-Stick -> Change direction of flashlight or vacuum

Start/Pause -> Pause

A -> Talk to characters, open doors, examine objects, etc.

B -> Hold down to keep flashlight off

#### =~ 5) GAME BASICS

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This section gives a general overview of Luigi's Mansion.

Considering this entire game is about nabbing ghosts, you better learn how to do it and do it well! Ghosts will usually appear whenever Luigi's back is facing them. In that case, use the flashlight to stun the ghost. The closer you are when you do this, the longer the "paralysis" effect is. The spirit's heart is also revealed during that time. Hold down R to bust out the vacuum.

As Luigi is attempting to capture the ghost with the vacuum, the spirit will try to shake free and drag Luigi around the room. To help counter this problem, tilt the control stick and C-stick in the direction opposite the ghost. For example, if the enemy is on your left, tilt the sticks to your right. By doing so, you can capture the ghost faster and more effectively.

Occassionally, you will encounter an elemental ghost. These special foes have either a fire, ice, or water element inside of them. To defeat them, you must hit the ghosts with the opposite element (Fire beats ice, ice beats water, and water beats fire). This weakens the spirit slightly and reveals its heart. Then you can proceed to capture it like you would normally.

Towards the beginning of the game, Luigi unleashes a horde of Boos, causing them to flee to every room in the mansion. E. Gadd then informs you of the need to capture all 50 Boos and hands you a Boo Radar.

The Boo Radar is a light attached to the top of the GameBoy Horror in the corner of the screen. The color determines whether or not a Boo is in the room and how close you are to it. Here's what you can see:

- Blue No Boos are currently in the room.
- Yellow There is a Boo in the room. The rate of the flashing tells you how close you are to it.
- Red You're right beside it.

Examine objects by hand or with the vacuum to uncover the ghost. Unlike normal ghosts, Boos do not become "trapped" by the vacuum. Instead, you must keep focusing the vacuum on the Boo to weaken it. Once its HP reaches 0, you can capture it.

If you do not manage to get the Boo in one attempt, it may escape the room. Don't worry; it's not gone forever! Simply follow it to the room it fled to. Depending on how quickly you move, the Boo might be hiding, or just floating out in the open.

ELEMENTS <<< [5.3] 

As you progress through Luigi's Mansion, you will come across element medals for fire, water, and ice. These magical items enable Luigi to use those elements with his vacuum. However, first, you must suck in an element spirit. They're usually found in obvious places. For example, ice spirits can be found in refrigerators, fire spirits in torches, etc.

The elements have many useful properties. Water can be used for dousing a fire, or watering plants that pop out treasure. Fire lights candles and burns down fake doors. Experiment, and try them out yourself!

6) TTEMS

This section lists the game's items and what they do.

Treasure

Throughout the mansion, you will come across several varieties of treasure items. The more you collect, the higher your rank will be at the end of the game. Here is a chart with the items and the amount they are worth.

Name	Amount (G)	
Gold Coin	5,000	
Paper Bill	20,000	
Gold Bar	100,000	
Blue Gem	500,000	
Green Gem	800,000	
Red Gem	1,000,000	
Diamond	2,000,000	
Pink Diamond	5,000	
Gold Diamond	20,000,000	
Large Pearl	1,000,000	
Medium Pearl	100,000	
Small Pearl	50,000	

Heart

Hidden in various pieces of furniture and other nooks are Hearts. This item regenerates some of Luigi's health. Smaller ones heal 20HP, while large Hearts give 50HP.

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Poison Mushroom

Usually dropped by bosses, Poison Mushrooms shrink Luigi when he touches them. He will also drop several Gold Coins in the process. While in his tiny form, Luigi cannot use his vacuum. This effect wears off in a short length of

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time.
Key
 A Key opens up a certain locked door. Check your floor map to see which door
it's for. After defeating bosses, you're given a special Key that opens up a
new area of the mansion.
Fire Element Medal
_____
Location: Mirror Room (1F)
 The Fire Element Medal allows Luigi to suck up fire spirits and use their
fiery properties as an attack from his vacuum cleaner. The flames can be used
to weaken ghosts with an ice element and also to destroy phony doors.
Water Element Medal
_____
Location: Kitchen (1F)
  Same as the above, but for water spirits. The water can be used against
ghosts with a fire element. Try watering plants around the mansion for extra
treasure!
Ice Element Medal
_____
Location: Tea Room (2F)
 Same as the above, but for ice spirits. The ice element is effective against
water element ghosts.
Mario's Hat
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Location: Laundry Room (1F)
  Give it to Madam Clairvoya to learn more about Mario's situation.
Mario's Letter
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Location: Courtyard (1F)
  Give it to Madam Clairvoya to learn more about Mario's situation.
_____
Mario's Star
_____
Location: Observatory (2F)
  Give it to Madam Clairvoya to learn more about Mario's situation.
_____
Mario's Glove
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Location: Projection Room (1F)

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Give it to Madam Clairvoya to learn more about Mario's situation.
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Mario's Shoe

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Location: The Twins' Room (2F)

Give it to Madam Clairvoya to learn more about Mario's situation.

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#### =~ 7) PORTRAIT GHOSTS

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This section lists the Portrait Ghosts, where they are, and how to get them.

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Neville

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Location: Study (2F)

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

Wait a while, and eventually Neville will yawn. This reveals his heart and lets you have the chance to capture him.

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Lydia

----

Location: Master Bedroom (2F)

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

Pull the curtain with the vacuum to reveal Lydia's heart.

-----

Chauncey

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Location: Nursery (2F)

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

Push the rocking horse, and then hit Chauncey with the beach ball to engage a boss battle. Check the walkthrough for further information, if you need it.

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The Floating Whirlindas

Location: Ball Room (1F)

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

Simply wait until the dancing couple stops and reveals their heart.

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Shivers

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Location: Hallway (1F)

Description: He wanders the house, endlessly searching for his master's will.

He hopes he's included in it!

Hit his candles with fire as he traverses the hallway. He'll retreat back to the Butler's Room to put out the fire. Suck him up before he can do that.

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Melody Pianissima

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Location: Conservatory (1F)

Description: Despite playing moving melodies, she has a surly disposition.

Oddly enough, she loves video games.

Activate all of the instruments, and talk with Melody. Answer her question with "Mario Bros. 3" or "Water." Suck up all of her sheet music, and you can take her out.

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Madame Clairvoya

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Location: Fortune Teller's Room (1F)

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

Mr. Luggs

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Location: Dining Room (1F)

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

Suck up all of Mr. Luggs' food on his plate to anger him. Dodge his attacks until he rests and reveals his heart.

-----

Spooky

\_\_\_\_\_

Location: Boneyard (1F)

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

Expel water in his dish, and capture Mr. Bones will he rises from the dirt patch. His bone will distract Spooky.

-----

Bogmire

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Location: Graveyard (1F)

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

See Area 2 in the walkthrough section if you need any help with Bogmire...

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Biff Atlas

-----

Location: Rec Room (1F)

Description: This kind body builder loves muscles and lillies. Why lillies? They symbolize purity.

Punch the punching bags to stun Biff Atlas. Enough hits upside the head will knock the ghostly bodybuilder to the ground.

Miss Petunia

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Location: Bathroom (2F)

Description: The Miss Ghost runner-up from six years ago, she hasn't had done

much modeling work lately.

Pull back the shower curtain with the vacuum, and fill the tub with ice.

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Nana

Location: Nana's Room (2F)

Description: She's still knitting the scarf she never finished in life. It now

stretches to 871 feet.

Examine the table to knock over the yarn balls. Hit Nana with all three.

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Slim Bankshot

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Location: Billiards Room (1F)

Description: Slim's a legend in the world of competitive pool. Too bad he's

never played a living soul.

As Slim is shooting pool, suck up the balls, and smack Slim three times.

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Henry & Orville

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Location: The Twins' Room (2F)

Description: The twins like to play hide and seek, but since they both hide,

the game never seems to end.

Vacuum the helicopters on the ceiling to get it moving. Play hide and seek with the twins. After you win, suck in their riding toys, and then capture  $\frac{1}{2}$ 

them.

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Boolossus

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Location: Balcony (3F)

Description: When the shy, timid Boos get together, they body and their

attitude get BIG!

See the walkthrough section if you need tips for Boolossus.

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Jarvis

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Location: Ceramics Studio (3F)

Description: He loves his antique jars so much that he now lives in one. He

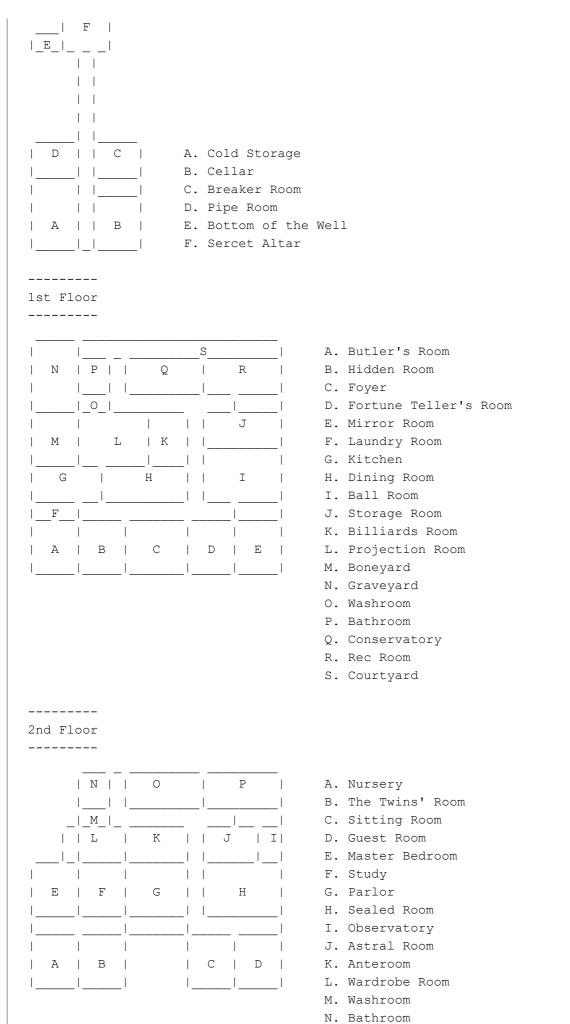
can hardly contain himself!

Search Jarvis's room for a while, and he'll pop out of a pot. Win against Jarvis in his challenge, and you can get him.

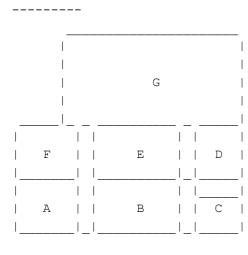
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Sue Pea

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Location: Guest Room (2F)
Description: What was meant to be a short nap seems to have turned into
          eternal rest for sweet Sue Pea.
 Spray Sue Pea with water to get her attention until her heart appears.
Vincent Van Gore
Location: The Artist's Studio (3F)
Description: Despite failing to sell a single painting in 30 years, this
          stubborn man refuses to let his art die.
 Capture all of Van Gore's creations, and he'll throw himself at Luigi.
 _____
Uncle Grimmly
_____
Location: Wardrobe Room (2F)
Description: Adrift in the darkness, he tends to keep to himself, which suits
          the rest of the family just fine.
 After the power goes out, visit the Wardrobe Room, and have Luigi's back
face the ghost. As soon as you see his heart, quickly turn and capture!
Clockwork Soldiers
-----
Location: Clockwork Room (3F)
Description: They once belonged to a tightly-wound toy collector, but now they
          march on their own without any winding.
 Turn on all of the musical clocks by hand to activate the soldiers. Suck off
their winding pieces to trap them.
Sir Weston
_____
Location: Cold Storage (BF)
Description: This strange fellow's icy abode may be the reason he hasn't
          warmed up to being a ghost.
 Launch a fiery blast into Sir Weston's icy cell to aggrivate him. Do that
again to weaken him.
8)
        WALKTHROUGH
This section guides you through Luigi's Mansion.
[8.1]
          FLOOR MAPS
Basement
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O. Nana's Room
P. Tea Room



A. Armory

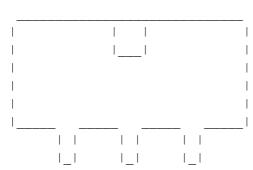
- B. Telephone Room
- C. Safari Room
- D. The Artist's Studio
- E. Clockwork Room
- F. Ceramics Studio
- G. Balcony

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3rd Floor

Roof

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Foyer (1F)

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Luigi enters the spooky mansion that he won for this "contest." Once you gain control, attempt to the open the door by the top of the stairs. Then a spirit sounds. Return to the bottom to find a ghost. Pick up the Key it leaves behind. Now, you can open that door!

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Parlor (2F)

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Luigi gets the beejus scared out of him by an orange ghost. Suddenly, a little old man appears and tries to capture it. The spirit wallops him to the ground. The man introduces himself as Professor E. Gadd (Nintendo will use even more bad puns later...). The duo retreats to the prof's lab.

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E. Gadd's Lab

The professor explains some background information pertaining to this crazy new mansion that abruptly appeared. He mentions Mario visited it earlier and never came out. E. Gadd hands Luigi the ghost catching vacuum cleaner called the Poltergeist 3000. To prepare yourself for the future, you are taken on a short training course on how to use the device properly. Pay attention to the advice! If you feel you're still not ready, you can revisit the training room by talking to E. Gadd while at the lab.

When you're prepared, tell the professor you wish to visit the mansion!

Foyer (1F)

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Chat with Toad as soon as you enter here. After you do, the room lights up. Remember, you can save your game progress anytime by talking with Toad. Suck off the cover on the mirror. Although it might not appear useful right now, it will later on. If you search the mirror with the GameBoy Horror, it transports Luigi to this Foyer. These mirrors are found throughout the mansion.

Walk up the stairs to find eight Gold Coins lying on the ground. You will find this and many other kinds of treasures throughout the game. Enter the door by the top of the stairs when you're done fooling around.

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Parlor (2F)

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Number of Normal Ghosts: 3

Approach the candles towards the back of the room. Activate your vacuum to make them go out. The portraits on the wall begin to threaten Luigi about the incoming ghosts.

To help "encourage" a ghost to appear, turn off the flashlight and have Luigi's back face the room. Capture the spirits with the Poltergeist 3000. Once all three are done for, the room lights up and a chest appears with a Key. This is the pattern you will encounter in almost every room in the game. So, get used to it! :P

Play around with your vacuum on the pieces of furniture and light fixtures. Most times, this results in uncovering coins, money, and other goodies. I would recommend searching for treasure once you've eliminated all of the baddies.

Take the Key from the box and put it in the door in the back.

-----

Anteroom (2F)

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Number of Normal Ghosts: 6

For the first time, you'll have to take on two ghosts at the same time. Note that if you capture multiple enemies at once, they drop Hearts. Very useful if you need a health boost! Grab the goods from the chandeliers and pass through the door on your left.

-----

Wardrobe Room (2F)

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Number of Normal Ghosts: 6

This room introduces a ghost that eats bananas. Yes, quite a deadly combination indeed! Suck up the fruit dropped on the floor before Luigi slips on it. Those ghosts also throw bananas as you try to capture them. If you notice that no more enemies are appearing, open up the closed on the far left to uncover a ghost. You'll see similar situations in other places.

Nab the Key from the top of the clothes rack with the vacuum. You can find Toad in the room to your left. To continue on with the game, unlock the door near the stairs at the Foyer.

### Hallway (2F)

\_\_\_\_\_

Do not be fooled by the trail of Gold Coins! They lead to a phony door that smacks Luigi up against the wall. You can always check to see if a door is real or not by checking your map or by using the vaccum. If the door does not shake, it's fake. (Why am I rhyming? Good question!)

Enter the very first door you spot...

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Study (2F)

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This is your first Portrait Ghost to nab!

Have Luigi's back face Neville. When you see him yawn, his heart appears, so stun him with the flashlight! Then proceed to suck him in. Take the Key from the chest, and visit the Master Bedroom (it's at the end of the hall).

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Master Bedroom (2F)

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To let Lydia's guard down, turn on the vacuum, and pull the curtain to the right. This lets in a draft that disturbs the ghost. Stun her while you can, and capture her.

For a lot of cash, use the Poltergeist on the ceiling fan. When it gains enough speed, money rains down! Leave the room to hear an odd cry from a nearby room. So, of course, you gotta investigate!

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Nursery (2F)

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Chauncey is in his crib wide awake... To get him out, get the rocking horse moving. The baby asks Luigi if he wants to play, but gives him no choice. Suck up the beach ball, and fling it at the ghastly child. Needless to say, this really aggrivates him and leads to a boss battle...

<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>
BOSS: Chauncey
HP: 100

The baby summons several rocking horses to harm Luigi. They dive bomb at you whenever you cross their path. Eventually, Chauncey rains down beach balls. All of them but one will bounce out of the crib. Take the lone toy, suck it up, and toss it back at the problem child. Now's your chance to capture him! He's much stronger than the average ghost, so this take a few attempts to win. Then Chauncey hops around the crib in a clockwise or counterclockwise direction. After that, it's pretty much the same pattern over again...

If you'll notice, the chest and Key are much larger this time around! Professor E. Gadd interrupts and orders Luigi to visit the lab.

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E. Gadd's Lab

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Here, the bizarre scientist shows off his even more bizarre invention that transforms ghosts in portraits to be used in his art gallery. You will be

doing this after you finish up each "area" in the game.

<<<<<<<<<<<<<<<<<<<<<<<><<<>[8.3] AREA 2 >>>

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Foyer (1F)

With the new Key in hand, you can unlock the unique door found here..

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Hallway (1F)

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Check your map to find an open door to the Bathroom. Ignore any enemies you find in the hallway, as capturing them doesn't really help you much.

-----

Bathroom (1F)

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Number of Normal Ghosts: 2

The two ghosts found here are one of the more difficult varieties to battle. If one (or both) manages to grab Luigi, keep jiggling the control stick until they let go. Doing this quickly enough lets you get away without a scratch. It also stuns them for a short time!

Take the Key off the shelf, and check the sink for a Heart. Then head off to the Ball Room.

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Ball Room (1F)

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Number of Normal Ghosts: 6

In order to capture the Shy Guy ghosts, you must first suck off their protective masks. Otherwise, they're invulnerable to your flashlight! Because they always come out in pairs, it makes it quite easy to capture both at once and gain a few Hearts in the process.

When they are all gone, the Floating Whirlindas appear. Follow their dust trail, and shine them with the flashlight when you see their heart. It may take a while, but it'll happen!

Lift open the chest, and continue on to the door in the back...

-----

Storage Room (1F)

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Number of Normal Ghosts: 4

Take care of the baddies, and then push the button found on the wall (look in the mirror to see where exactly). This retracts the left side of the room. Suck off the "DANGER" poster in the new area. Hit that button to release all fifty Boos and the Boo King.

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Foyer (1F)

-----

At this point in the game, E. Gadd will tell you the importance of trapping

all of the Boos and hands over the Boo Radar. In order to progress, you must get AT LEAST five Boos. You have plenty of rooms to search, so this shouldn't be a problem...

Upon getting your fifth Boo, E. Gadd hints at Luigi to visit the Washroom. If you check your map, you'll notice that room is now unlocked!

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Washroom (1F)

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Talk to the crying Toad to learn he had "accidentally" dropped an item in the toilet (considering his height, he probably had to toss it in there :P). Examine the toilet, and a Key pops out!

-----

Fortune Teller's Room (1F)

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Focus Luigi's flashlight on the crystal ball to make Madam Clairvoya appear. Chat with her for a bit, and she'll explain she can tell the future by possessing dropped items. Don't worry; you will find them soon enough!

Go through the door on your right.

-----

Mirror Room (1F)

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Number of Normal Ghosts: 6

Nintendo throws you an interesting twist in this room. Ghosts now appear invisible! To locate them, you must look into the rather long mirror on the wall.

The oversize chest contains the Fire Element Medal. E. Gadd interrupts and informs you of what it does exactly. You can now collect fire for your Poltergeist by sucking in the fire spirits scattered through the mansion!

Do that, and experiment with the element. Light up the candles in the two corners to remove the spiked barrier on the door.

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Fortune Teller's Room (1F)

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Use the fire element on the candles in this room. A Key falls on top one of the pillars.

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Hallway (1F)

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Instead of heading right to the unlocked door, run through the corridor near the Washroom to discover a walking candlestick. As if you couldn't guess, expel some fire on it. Shivers becomes frightened by the fire and escapes. Follow him!

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Laundry Room (1F)

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For the moment, ignore this room, and go after Shivers!

-----

Butler's Room (1F)

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The butler will sit down on his stool and attempt to put out the fire. As he's doing this, bust out the vacuum, and suck him in!

For an extra treasure bonus, search the mouse hole on the right wall with the GameBoy Horror! Luigi will be warped into the adjacent room.

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Hidden Room (1F)

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Number of Normal Ghosts: 4

None of the ghosts will appear by normal means. You have to search all of the chests. Some contain treasure, and others have an enemy. Unlike the typical foe, you must hit them with fire to weaken their heart. Blind them with the flashlight, and proceed like normal. The chest contains the three types of gems you can collect. Those three alone give you 1,000,000G! Backtrack to the Laundry Room.

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Laundry Room (1F)

Number of Normal Ghosts: 4

Grab Mario's Hat from the washer after you've taken out the ghosts. Then pay a visit to the Conservatory.

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Conservatory (1F)

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Touch all of the instruments to make them play the familiar Mario theme song. Melody Pianissima can then be found on the piano. She plays a piano sonata and will ask you a question regarding it. The answer will either be "Mario Bros. 3" or "Water," depending on which tune she plays.

Capture her music sheets, and then you can capture her.

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Dining Room (1F)

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Grab a fire spirit from the torches, if you don't already have some fire element in your vacuum. Then use it on the six candles on the table. Doing this lets you see Mr. Luggs and his plate of "food." Suck in the stuff on the plate. As soon as you start to, a couple of waiter ghosts will try to refill the lost food. Either capture them, or stun them with the flashlight. Then proceed to empty Luggs' plate.

Mr. Luggs won't be too happy to see you destroy his lovely meal. He will spew out fireballs in Luigi's direction. Keep evading them, and eventually the oversized ghost will pant and stop to rest. Capture him during that.

Your reward for this room is a Diamond in the chest. Yummay!

-----

Kitchen (1F)

-----

Number of Normal Ghosts: 1

Your first task is to suck up the flying pots and pans. Once that's out of the way, open the fridge (do it from the left side of the front door, unless you want to be wacked on the floor...). Stun the ice ghost with your fire, and trap it.

The treasure chest contains the Water Element Medal. Acquire a water spirit from the sink, and douse the fire on the door.

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Boneyard (1F)

Fill Spooky's dish up with water to get his attention. The dog will bark, and Mr. Bones will appear out of the dirt. Capture Mr. Bones! One of his bones lands on the ground. As you might guess, Spooky becomes interested by it. While he is licking the bone, suck him in!

Before you leave, water the plant in the dirt. It doesn't seem to do much now, but it will much later on in the game! Search the dog house with the GameBoy Horror to enter the Graveyard.

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Graveyard (1F)

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Number of Normal Ghosts: 3

Tap the tombstones to release Hearts, if Luigi needs a bit o' healing. Take out the three Mr. Bones ghosts when they appear. Next, approach the tombstone on the hill...

Weakening Bogmire is pretty simple. Suck up one of the "fake" Bogmires to attach a black ball to the end of your Poltergeist. Expel this at the real Bogmire (the purple one). This coats him in a black shroud. Now you are able to suck him in! Keep repeating this until he's done for.

Open up the chest for a Key to the next area!

<<<<c><<< [8.4] AREA 3
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Foyer (1F)

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From the Foyer, run to the door that's near the Bathroom. The Key from Bogmire will let you enter the Courtyard.

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Courtyard (1F)

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Head to the right until you spy the well. Climb down the ladder.

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Bottom of the Well (1F)

Number of Normal Ghosts:

Have Luigi peer out of the opening on the right. The small cutscene shows

you where Mario is being held captive. Then, suck in the ghost by the well's ladder to gain a Key.

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Courtyard (1F)

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Continue on, and examine the birdhouse for Mario's Letter. Toad is hiding from the ghosts in the outside. Knock on it from a side so Luigi doesn't get slammed by the opening door. When you're finished chatting with the mushroom midget, unlock the nearby door to the Rec Room!

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Rec Room (1F)

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Biff Atlas is in here lifting weights. To gain his attention, hit one of the punching bags so it wallops the poor ghost. Do this two more times to pin him to the ground, leaving you adequate time to nab him.

This chest contains yet another Diamond! Woohoo! Take a stroll on the treadmill to receive a Key. Although this particular one is totally optional, it saves you the effort of constantly having to walk through the Courtyard to get anywhere.

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Hallway (2F)

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Douse the flames on the door after you trek up the staircase.

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Tea Room (2F)

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Number of Normal Ghosts: 2

There are a couple flying plates in this room, but they're hardly a threat to you. Step on the arrow pad on the floor to walk on the ceiling. Use it to reach the treasure chest with the Ice Element Medal on the table.

Check the drawers on the right for a Red Gem. And, of course, take some ice element from the bucket!

-----

Hallway (2F)

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Walk left through the hall, and enter the door to the Bathroom.

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Bathroom (2F)

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Use the vacuum to pull back the shower curtain on the tub. Toss some ice into the water to freeze Miss Petunia. Then proceed to trap her!

The Key from the chest will take you to Billiards Room on the first floor.

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Billiards Room (1F)

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Slim Bankshot is found her playing pool by himself. As he shoots off the three balls from the table, suck up one, and chuck it back at him. The third hit will stun Slim and show his heart. If you fail to nab the ghost in one go, you'll have to hit him again.

And your reward is your third Diamond! Head right..

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Projection Room (1F)

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Number of Normal Ghosts: 7

Tap the projector's table to get the ball rollin'. Like the Mirror Room, all of the ghosts are invisible. You have to rely on their shadows to locate them. There's also quite a few enemies to capture here, too!

The item found in this chest is Mario's Glove. Two more Mario items to go!

If you want a bit of treasure, pick up a water spirit from the Courtyard, and visit the Washroom on the second floor (right by the Bathroom).

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Washroom (2F)

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Number of Normal Ghosts: 1

The only baddie here is hiding inside the toilet. Tap on it, and hose down the fire ghost with your water to weaken it. The chest in this room contains several goodies for the taking.

Now, run to Nana's Room! It's the door across from the Bathroom.

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Nana's Room (2F)

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Knock on Nana's table to topple over the yarn balls. Suck up every one, and smack the unsuspecting ghost with them. Failing to do so means you will have to reenter the room, and start all over again.

The Key from Nana opens the door to the Twins' Room...

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The Twins' Room (2F)

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To summon the twins, Luigi must use the vacuum and pull the planes on the ceiling around in a circle. The easiest way to do this is to concentrate your power on one plane and walk around; don't just stand in the middle!

Get ready for one of the more annoying parts of Luigi's Mansion! Agree to playing hide and seek with the twins. Exit, and enter the room again. The twins have placed five toy boxes around the room. Your objective is to select the two boxes that they're hiding in. The only "easy" solution is to pick two, and stick with them until the twins are hiding in those boxes. It may take quite a while, but they will eventually!

Upon finding them, the twins call Luigi a cheater and attack him. Simply suck in the toys they are riding on, and then you can capture them.

Your item reward this time is Mario's Shoe. Before progressing, get a fire spirit (check the Mirror Room) and travel to the Astral Hall, found on the second floor.

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Astral Hall (2F)

Number of Normal Ghosts: 7

As if you can't already tell, expel the fire to light up the candles... This summons the spirits you must capture! Most of the enemies are of the Shy Guytype, although they are a couple others thrown in.

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Observatory (2F)

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Look into the telescope to spy on the moon. Once Luigi is done star gazing, half of the roof is removed, exposing the stars. Stand on the extruding ledge, collect the meteors, and shoot them at the moon. One hit causes the moon to violently explode and display a hidden path leading to Mario's Star.

Since you've found all of Mario's items, go to Madam Clairvoya.

-----

Fortune Teller's Room (1F)

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Show Clairvoya all of Mario's collection to gain some insight as to what's happening in the mansion. Talk to her again, and she wants Luigi to capture her, as she believes she has nothing left to do in her afterlife.

The Key located here leads up to the third floor. Make sure your Poltergeist has ice in it before continuing!

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Safari Room (3F)

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Number of Normal Ghosts: 5

Examine the animal heads on the wall with the vacuum to activate the ghosts. The first few will require the use of ice to defeat. The last wave has two banana-dropping ghosts. Try to suck up the bananas before Luigi slips and falls on them.

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Courtyard (3F)

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What you will notice immediately is how the Boo Radar is going beserk. Why? Check out the ring of Boos! :P Approach them to start the boss battle with... BOOLOSSUS!! [insert scary piano music here]

Size is REALLY deceiving here! Turn on the vacuum to catch the giant Boo. Carry it over to one of the statues to burst it into 15 smaller Boos. Grab an ice element from the statue, and use it to freeze the ghosts. While they're frozen, they can be captured. At first, this is quite easy, but as their numbers dwindle, trapping them becomes more difficult. The only thing I could think is using the element's ranged attack (quickly press down L the whole way).

With 15 more Boos under your belt, you are now up to Area 4!

[8.5] AREA 4 \_\_\_\_\_ Foyer (1F) -----Run the whole way back up to the Balcony, and unlock the door. -----Balcony (3F) After Luigi puts in the Key, a lightning bolt convienently knocks out power to all of the mansion. Although that doesn't sound horrible, it allows several ghosts to pop out anywhere! Pass through the door, and quickly run to the Telephone Room. Telephone Room (3F) \_\_\_\_\_\_ Number of Normal Ghosts: 3 Answer the middle telephone. Toad tells you about a break switch in the basement that could solve this darkness episode. Pick up the far right phone to talk with E. Gadd about a ghost residing in a room with mirrors. He's referring to the Wardrobe Room on the second floor. Take out the three ghosts, and dash off to the Wardrobe Room! Wardrobe Room (2F) -----There's not much to capturing Uncle Grimmly. Face away from him until his heart appears, and stun him with the flashlight. That's it! To correct this hella annoying light problem, go to the Breaker Room in the basement. Breaker Room (BF) \_\_\_\_\_ Flip up the switch on the wall, and viola! LIGHT! Enter the room across the hall.. -------Cella (BF) \_\_\_\_\_

Number of Normal Ghosts: 2

The two baddies are hiding in the barrels, so just tap 'em to release 'em! Suck up the dust piles to move through the room. There's another arrow pad in this room, although it doesn't appear to have much use here.

Anyway, back up to the third floor we go...

Telephone Room (3F)

Number of Normal Ghosts: 2

Nothing really new here. Check the chests for Mr. Bones.

Clockwork Room (3F)

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To get the soldiers moving, activate the clocks scattered around the room by hand. Suck off the back part of each Clockwork Soldier so you can capture. As you try to capture one, the others will attack you with their pop guns. Don't be surprised if you take a beating here! :P Try to concentrate on nailing one at a time.

Once you are ready, ride up to the roof by stepping onto the platform inside the toy clock house.

----Roof

Number of Normal Ghosts: 8

Take out the six Shy Guy ghosts dancing around the campfire. Take a fire spirit from the fire, and then eliminate the ice ghosts that appear. Grab the Key from the chest on the left chimney, and, next, jump down the opening found on the right chimney.

Sealed Room (2F)

Number of Normal Ghosts: 4

Ow! My eyes! Too many sparkling things!

First things first. Take out the ghosts, and then loot the room! Suck off the cover on the wall to discover a mirror. Search it with the GameBoy Horror to teleport back to the Foyer.

-----Foyer (1F)

Travel to the Sitting Room on the second floor..

Sitting Room (2F)

Number of Normal Ghosts: 6

Capture a fire spirit from the center candle, and light the candles on the wall. Suddenly, several ghosts will teleport in. They're an easy variety, but battling so many at once is annoying. After that, two fire ghosts appear.

Guest Room (2F)

Sue Pea does not want to be disturbed but shoot water on her to change that. Enough water will reveal the ghost's heart. Watch out for the flying toys!

To reach the treasure chest, exit room, and it will shift back to its normal position. Then go back in and take the goods. Return to the third floor once again.

-----

Armory (3F)

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Number of Normal Ghosts: 6

Like a couple previous rooms, all of the enemies are in hiding. When examining the suits of armor, tap on them from the side to avoid be bludgeoned with a mace.

Go into the nearby Ceramics Studio..

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Ceramics Studio (3F)

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Grab some ice from the pot if you don't have any already. Search all of the pots for treasure, and eventually Jarvis will interrupt Luigi. Agree to his challenge. This game is almost like Wack-a-Mole. Freeze Jarvis whenever he pops out of a jar. If you win, you can capture him!

Once Jarvis is eliminated, climb back down in the basement.

-----

Pipe Room (BF)

Number of Normal Ghosts: 3

Fighting these three types ghosts at once is a bit of a problem, but you should be able to tough it out. Use the ice element to freeze the sewage floor, and turn the valve to shut off the water. Steal the Key, and move on to the next room.

-----

Cold Storage (BF)

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Acquire some fire element, and blast the corner of the room where Sir Weston is frozen. He won't be too pleased to have Luigi release him from his icy prison... Dodge Weston's ice attacks, torch him again with your fire, and capture him.

For the last time, run up to the third floor!

-----

The Artist's Studio (3F)

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Number of Normal Ghosts: 21

Here's the mastermind behind all of those bloody annoying ghosts! Vincent Van Gore throws at Luigi three of every type of enemy, one wave at a time, of course. Because they spawn so closely, it makes it simple to gain Hearts. Upon defeating all of his lovely creations, Van Gore will go after Luigi. Just capture him like all of the others!

Almost done here, folks! Go into the basement for the final fight....

-----

Secret Altar (BF)

The Boo King is floating here, gazing over his Mario painting. Of course, he

needs a Luigi painting as well, so...BOSS TIME!

This "Bowser" may seem overwhelming at first, however, he's as easy to beat as the other bosses were. Keep in mind his fire attack affects the floor for a couple seconds. SO DON'T STEP ON IT! When Bowser bowls with the spiked balls, suck one up, and hit Bowser's head with it when he leans over to execute an offensive move. His head detaches from the rest of his body, and the Boo King flies out. This is your time to harm him! Despite his huge HP amount, it drains quickly. The Bowser hovers around, spewing out chunks of ice. If Luigi happens to get hit, jiggle the control stick as fast as you can!

After the Boo King's HP drops below 200, Bowser's head will reattach upside down. This causes him to run amok. I found if you stand right up against a side, Bowser cannot crash into you! Very useful! It won't take long before you nab King Boo and his crown.

And there you have it! You've finished Luigi's Mansion! You can now access the Hidden Mansion, which is really a more difficult version of what you just completed.

#### =~ 9) SECRETS

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This section contains information on a few secrets in Luigi's Mansion.

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Water the Plants!

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After you've obtained the Water Element Medal, use it to water the various plants around the mansion. If given enough, the plants often spew out valuable treasure!

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Hidden Rooms

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There are "hidden" rooms in Luigi's Mansion. To reach the one adjacent to the Butler's Room, search the mousehole (in the Butler's Room) with the GameBoy Horror. This creates a warp that sucks Luigi in.

The entrance to the second room is found on the roof. Drop down the chimney on the far right to fall into the Sealed Room.

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Gold Diamonds

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These jewels are worth 20,000,000G a piece! One is obtained by capturing all 50 Boos in the mansion. To gain the second, you must water the plant found in the Boneyard. Water it the very first time while you're in Area 2. Then do that again after every Area. Eventually, the plant will reward your gardening effort with a Gold Diamond!

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