

Luigi's Mansion FAQ/Walkthrough

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SeanKelson's Luigi's Mansion Walkthrough
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Section 1: Introduction

In Luigi's Mansion, Luigi has won a mansion from a contest. He is so excited about winning he calls his brother Mario and asks him to meet him at the mansion. When Luigi gets to the mansion, arriving late, he finds that Mario is gone and the mansion is haunted.

His only help in finding Mario is a person who lives by the mansion and studies ghost. He provides Luigi with the materials he needs to defeat the ghosts inside the mansion.

This walkthrough will cover every aspect of Luigi's Mansion, from beating the game to finding all the little secrets in the game.

Section 2: Walkthrough

This section will describe how to get from the beginning of Luigi's Mansion to the end credits. Each segment of this walkthrough first lists general objectives that you need to complete to get through Luigi's Mansion. Below is listed detailed descriptions of each objective.

A: The Beginning

Objectives:

1. Get the first key.
2. Find the Professor.
3. Get the Poltergust 3000.

4. Complete the training.
5. Go to the mansion.

Objective #1: Get the first key.

You begin the game in the first room of Luigi's mansion. Wander around, trying to open all of the doors. Go down the stairs and you will see a floating key, which will then drop to the floor. Pick up the key.

Objective #2: Find the Professor.

Go up the stairs and through the middle door. You will be able to go through it with your key. In the room you will meet a Professor who enjoys studying ghosts. He will take you to his Lab.

Objective #3: Get the Poltergust 3000.

As you talk to the Professor, he will tell you about Mario going into the mansion and not coming out. He will give you his Poltergust 3000, a vacuum that you can use to catch ghosts.

Objective #4: Complete the training.

Now the Professor will give you some training that will teach you how to use the vacuum. Just listen to the Professor and do what he tells you to.

Objective #5: Go to the mansion.

After the training, you can choose to visit the gallery. If you do, look around, then talk to the Professor to leave. After you visit the gallery, go up to the mansion.

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B: Area 1  
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Objectives:

1. Talk to Toad.
2. Put out the candles.
3. Get the key to the Anteroom.
4. Defeat the ghosts in the Anteroom.
5. Defeat all the ghosts in the Wardrobe Room.
6. Get the key to the hallway.
7. Get into the hallway.
8. Get the key to the Master Bedroom.
9. Get the key to the Nursery.
10. Get the pink key.
11. Turn the ghosts into portraits.

Objective #1: Talk to Toad.

Begin by talking to Toad in the first room of the mansion. He will let you save your game.

Objective #2: Put out the candles.

Now go up the stairs and through the door on the middle of the wall. Vacuum the coins in this room, as you should do in every room from this point on. Go to the middle of the room on the back wall and vacuum the candles to put them out.

Objective #3: Get the key to the Anteroom.

Now defeat the three ghosts that will show up in this room. After they are defeated, you will get a key. Use it to open the door in the back of the room.

Objective #4: Defeat the ghosts in the Anteroom.

Go into the room behind the Parlor (the room you were in for objectives 2 and 3). You'll be in the Anteroom. There are a lot of ghosts in this room. Defeat all of them and the room will light up.

Objective #5: Defeat all the ghosts in the Wardrobe Room.

Now go out the door on the left side of the Anteroom. You'll be in the Wardrobe Room. Defeat all the ghosts in this room. Open the wardrobe on the far left for the last ghost.

Objective #6: Get the key to the hallway.

Now grab the key near the roof by the wardrobe on the far left with your vacuum. Go out the door on the left if you want to save.

Objective #7: Go into the hallway.

Now go back to the first room of the mansion. Try going through the door up the staircase that's on the left. The Professor will call you. He tells you about ghosts you'll find ahead. Go through the door and into the hallway.

Objective #8: Get the key to the Master Bedroom.

In the hallway, go through the first door on the top of the screen into the Study. In here is a portrait ghost. These are special ghosts. To get the ghost to show his heart, go vacuum the fire, making sure your back is turned to the chair. When the ghost yawns, turn and shine the flashlight on the ghost. Begin vacuuming the ghost immediately. Once it is defeated, you will get a key.

Objective #9: Get the key to the Nursery.

Now go back into the hallway and into the door on the top wall in the far left corner. Vacuum the curtain on the right. The ghost sitting at the mirror will talk, and then you will be able to vacuum her. Act quickly, as her heart will disappear if you do not. After you defeat her, you will get another key.

Objective #10: Get the pink key.

Now go back to the hallway from the Master Bedroom. Walk to the right and go through the first door on the bottom of the hall that you see. In this room, vacuum the rocking horse. Then, vacuum each of the bears that the baby uses to attack you. Now vacuum up the ball in the room and shoot it at the baby by releasing the R button. Now the baby shrinks you. Avoid the rocking horses. Once the balls come, vacuum them and see which one you can grab. Shoot a ball at the baby to reveal it's heart. Begin attacking it. Once you kill it, open the chest in the room to get the pink key.

Objective #11: Turn the ghosts into portraits.

Now you will get a call from the Professor to return to the Lab. Back at the Lab, the three portrait ghosts you caught will become paintings and will now be available to view in the Professor's Gallery.

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C: Area 2  
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Objectives:

1. Go into the hallway on the lower level.
2. Get the key to the Ball Room.
3. Find the key to the Storage Room.
4. Push the button in the Storage Room.
5. Release the Boos.
6. Collect 5 Boos.
7. Get the key to the Fortune-teller's Room.
8. Get the Fire Element Medal.

9. Get the key to the Laundry Room.
10. Get the key to the Conservatory.
11. Get the key to the Dining Room.
12. Get the Water Element Medal.
13. Get to the Graveyard.
14. Get the green key.
15. Turn the ghosts into portraits.

Objective #1: Go into the hallway on the lower level.

Now go to the first room of the mansion. Approach the door on the lower level of this room and you will be able to go through it. Now you are in a hallway.

Objective #2: Get the key to the Ball Room.

Go right in the hallway until you see a passage going up from the hallway. Go up this passage, then turn left, then go up and through the last door on the left. Kill the two ghosts in this room for a key.

Objective #3: Find the key to the Storage Room.

Now go out of the Bathroom. Go down, then right, then down. Go through the door on the right into the Ball Room. In the ball room are three couples of ghosts dancing. Vacuum the ghosts. When their mask flies off, shine light on them and they will show their hearts. Eliminate all six ghosts and a portrait ghost will appear. Wait around and these ghosts will show their hearts. Vacuum them up and you will get the key to the Storage Room.

Objective #4: Push the button in the Storage Room.

Eliminate all the ghosts in this room. Now look in the mirror on the left wall. Press the button you see in the mirror to extend the room.

Objective #5: Release the Boos.

Now vacuum up the paper you see on the wall on the left side of the room. Press the button behind it. You will release 50 Boos into the mansion. The Professor will call you back to the lab and tell you about finding and capturing the Boos.

Objective #6: Collect 5 Boos.

Using the Boos section, collect a total of five Boos.

Objective #7: Get the key to the Fortune-teller's Room.

Now go to the Washroom, which is one door down from the Bathroom. Talk to Toad in there, then open the toilet. A key will fly out.

Objective #8: Find the Fire Element Medal.

Now go back down past the Ball Room to the lower hall. Go right and go through the door at the bottom of the screen. Go through the door at the right of this room. In this room, defeat all the ghosts. Then, you will get a Fire Element Medal.

Objective #9: Get the key to the Laundry Room.

Vacuum a fire elemental in the lower right corner of the room. Shoot the fire elemental at each of the candles in the corners of the room. Go back to the Fortune-teller's Room. Light the candles in the corner of the room and then vacuum down the key from the top of the room.

Objective #10: Get the key to the Conservatory.

Walking around in the hallway is a floating candle. Light the candle. Now go left from where the Fortune-teller's Room is and go into the door. Go down into the next room. When the ghost of the butler sits down, shine a light on him and he will show his heart. Vacuum him up and you'll get the key to the

Conservatory.

Objective #11: Get the key to the Dining Room.

Go to the upper hallway in area 2. Go through the upper door on the left side. In this room, press A near each instrument to play it. Once you are done, a ghost will appear at the piano. She will play a tune and ask you a question. (The correct answer is "water.") Vacuum the sheet music she throws at you, then vacuum her up and you'll get a key.

Objective #12; Get through the Dining Room.

Across the hall from the Ball Room is the Dining Room. In it, absorb a fire elemental in one of the corners. Light the candles on the table. Kill the two butlers by using your flashlight then vacuum when they appear. Then vacuum up the food. (I think I vacuumed it up, I might have just waited for the ghost to eat it.) Wait for the ghost to stop throwing fire, then vacuum it up.

Objective #13; Find the Water Elemental Medal.

Go beyond the Dining Room to the left into the Kitchen. Make sure you have a fire elemental in your vacuum. First vacuum up all the pots and pans that fly at you. Then open the stove on the left and kill the ghost by stunning it with your flashlight. Now open the freezer and kill the ghost in there with your fire elemental. You will get the Water Elemental Medal.

Objective #14: Get to the Graveyard.

Now vacuum the sink to get a water elemental. Use the water elemental on the fire in front of the door on the left. Go through the door. Now walk around until the ghost of the dog starts chasing you. Examine the doghouse with A and a ghost skeleton will appear. Defeat the ghost skeleton with your flashlight and vacuum. Then wait for the dog to begin chewing on the bone. Shine the flashlight on the dog and vacuum the dog up. Now examine the dog's doghouse with the Game Boy Horror. You will go into the doghouse and come out in the graveyard.

Objective #15: Get the green key.

Now examine the graves. Defeat the ghosts that come out. Examine the grave that lights up, and you will go into a boss battle. Vacuum up the black ghosts and shoot them at the purple ghost. Vacuum the purple ghost after it's shot. Repeat until you defeat the purple ghost and get the green key.

Objective #16: Turn the ghosts into portraits.

Now you'll go back to the Lab upon the Professor summoning you there and turn the ghosts you have found in area 2 to portraits.

D: Area 3

Objectives:

1. Find Mario.
2. Get the key to the Rec Room.
3. Get through the Rec Room.
4. Get the Ice Element Medal.
5. Get the key to the Billiards Room.
6. Get the key to The Twins's Room.
7. Get to the Observatory.
8. Get Mario's Star.
9. Get Mario's Letter.
10. Get through the Billiards Room.

11. Get Mario's Glove.
12. Get Mario's Hat.
13. Get Mario's Shoe.
14. Get the key to the Safari Room.
15. Get the key to the Balcony.
16. Get the blue key.
17. Turn the ghosts into portraits.

Objective #1: Find Mario.

Go to the hallway on the lower floor and go to the door with the weird wire stuff over it near the Bathroom. It will disappear now that you have the green key and you can go through the door into the Courtyard. Go to the right and go down the well that you find. Go to the right and you will be able to see Mario, trapped in a portrait.

Objective #2: Get the key to the Rec Room.

Now go back up the well. On the way up, kill the ghost that appears for a key. (You can find Toad in a shed in the Courtyard now and save.)

Objective #3: Get through the Rec Room.

Go to the far right side of the courtyard. Go through the door back into the mansion. In the Rec Room that you are now in, you'll see a ghost lifting weights. Defeat it by using A on the punching bags around it then vacuuming it up.

Objective #4: Get the Ice Element Medal.

Go out of the Rec Room from the door on the lower side (bird's eye view) of the room. Go right and up the stairs. Use a water element to get rid of the fire in front of the door. (A water element can be found by going left until you see a door on the left wall and going in.) In this room, vacuum the plates flying at you and kill the two ghosts. Go to the lower right corner of the room and you'll flip up onto the ceiling. Go above where the chest appeared and step on the symbol to go down to the table and get the Ice Element Medal.

Objective #5: Get the key to the Billiards Room.

Now grab an ice element from the bowl of ice on the table in the room where you got the Ice Element Medal. Go out of the room and to the left through the door until you come to a wall. Go up and through the second door on the left and into the Bathroom. Use the vacuum on the shower curtain and shoot an ice element into the bathtub. The ghost will show it's heart, and you can vacuum it up for a key.

Objective #6: Get the key to The Twins's Room.

Across from the Bathroom is Nana's Room. Go into it and press A at the table with the basket of yarn on it. The yarn balls will fall to the floor and roll around. Vacuum them up and shoot it at Nana, the ghost in the room. As long as you hit her with all three balls (if you miss you'll have to leave the room then reenter), she will show her heart. Vacuum her up for the key to The Twins's Room.

Objective #7: Get to the Observatory.

From the left side of the hall (with Nana's Room and the Bathroom), go right until you see a fork off the hallway going down. Go down and through the first door on your right. Use a fire element to light all the candles. Stand in the middle of the star in the middle of the floor. Once you can, go to the right into the Observatory.

Objective #8: Get Mario's Star.

In the Observatory, look through the telescope. Once you stop looking through, you will find that the room has changed. Go down and to the right.

Vacuum up the falling meteors and shoot one at the planet in the background. Once you hit, you'll open up a path that leads to Mario's Star, one of the belongings of his that you will need.

Objective #9: Get Mario's Letter.

Now go back down to the first floor and through the Rec Room out into the Courtyard. Here, check the mailbox that is in between the well and Toad's hideout area. You will find Mario's Letter inside.

Objective #10: Get through the Billiards Room.

Now go into the mansion through the door on the left side of the courtyard. Go down in the hall and through the first door on the bottom of the screen going right. In this room, vacuum up the billiard balls once the ghost hits them. Shoot the balls at the ghost. Three will make the ghost show his heart. Vacuum up the ghost.

Objective #11: Get Mario's Glove.

Now go right from the Billiards Room. Turn on the projector in the lower middle area of the screen. Go in front of the projector and watch the shadows of ghosts on the wall. Shine a light on the invisible ghost (using the shadow to tell where it is) and defeat all the ghosts in the room. You'll get Mario's Glove.

Objective #12: Get Mario's Hat.

Now go to the lower of the two horizontal hallways in the first floor. Go to the left and into the Laundry Room. Inspect the washing machines and you will find Mario's Hat.

Objective #13: Get Mario's Shoe.

Now go to the main entrance area of the mansion. Go up the stairs and to the left. Go down through the first door on the bottom you see. In this room, climb on top of the bunk bed and vacuum the device on the ceiling. It will start spinning around. Hold the C joystick left and watch Luigi spin. As long as you keep vacuuming, the device will spin. After a while, get down from the bunk bed and see if the twins appear. If they don't, go back up onto the bunk bed and spin the device some more. If the twins do appear, they'll ask you to play hide and seek with them. Leave the room and reenter. Guess some boxes to see if they are in. If you guess wrong, leave the room and come back in and try again. If you guess correctly, you'll fight the twins. Vacuum up the devices they are riding. Then you'll be able to vacuum them up. Once both are vacuumed, you'll get Mario's Shoe.

Objective #14: Get the key to the Safari Room.

Now go back to the main entrance area and through the door on the lower part of the floor. Go to the right and through the door on the bottom and into the Fortune-teller's Room. Examine the crystal ball with the Game Boy Horror and then press A on it. A ghost will appear and begin analyzing Mario's items. Keep pressing A by the crystal ball until all five of Mario's items are analyzed. Once the fortune teller is done, she will reveal her heart. Vacuum her up and you'll get the key to the Safari Room.

Objective #15: Get the key to the Balcony.

Now go through the courtyard and Rec Room and up the stairs. Go to the left until you see a passage at the bottom of the hallway. Go down and then to the right. Go up the stairs and open the lower door. Vacuum the moose heads on the middle of the back wall to reveal ghosts. Defeat all of them and you will get the key to the Balcony.

Objective #16: Get the blue key.

Now go to the left from the Safari Room, the room you should be in. Go up through the hallway to the door at the end of the hallway. Go through the door and onto the Balcony. Go to the left and you will find a circle of Boos. They will talk and then attack you. Lure the Big Boo to the statues. Get it to poke itself on the horn. While doing this, you should absorb an ice element. Once the Big Boo hits the horn, it will pop. Freeze the smaller Boos and vacuum them up. Keep popping the Big Boo and freezing and vacuuming smaller Boos until there is one Boo left. This Boo won't turn back into the Big Boo; you just have to freeze it and vacuum it up! You will get 15 Boos and the blue key for defeating this boss.

Objective #17: Turn the ghosts into portraits.

Now the Professor will call you back to the lab. You will turn all the ghosts in your vacuum back into portraits.

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E: Area 4  
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Objectives:

1. Try to go beyond the Balcony.
2. Get the key to the Breaker Room.
3. Hit the switch in the Breaker Room.
4. Get the key to the Clockwork Room.
5. Activate the elevator to the roof.
6. Get the key to the Armory.
7. Get the key to the Pipe Room.
8. Get the key to Cold Storage.
9. Get the key to The Artist's Studio.
10. Get the key to the Secret Altar.
11. Defeat King Boo.

Objective #1: Try to go beyond the Balcony.

Now go back up to the Balcony where you fought the boss of Area 3. Go through the door on the left. Right before you do, there will be a blackout in the mansion. You'll have to hit the breaker switch down in the basement to get the lights back on.

Objective #2: Get the key to the Breaker Room.

Go back to the first entrance room of the mansion, avoiding or killing the ghosts you run into along the way. Go up the stairs and through the middle door in the entrance hall. Go to the third room, the Wardrobe Room. There's a ghost in front of the mirror. Turn and wait for it to show its heart. When it does, turn around and vacuum it up. You'll get a key.

Objective #3: Hit the switch in the Breaker Room.

Go back to the entrance hall. Go through the door on the lower floor. Go to the right and go through the door at the end of the hallway. Go down the stairs and through the upper door. Press the switch on the back wall. You will get the key to the Cellar once you hit the switch.

Objective #4: Get the key to the Clockwork Room.

Now go out of the Breaker Room and through the lower door. In this room, vacuum up the dust piles to be able to move around. Vacuum the barrels and shelves around the room to reveal the ghosts. Vacuum them up to get the key to the Clockwork Room.

Objective #5: Activate the elevator to the roof.

Now go up to the Balcony and through the door on the left. Go through the lower door on the right (Luigi's left). Go through the door in the back of the room on the right side. In this room, start the music with A in the upper right, upper left, and lower left corners of the room. The dolls will start walking. Move to their side and vacuum the valve on their back to reveal their heart. Vacuum up all three dolls and the middle house will open up, revealing the elevator to the roof of the mansion.

Objective #6: Get the key to the Armory.

Take the elevator up to the Roof from the Clockwork Room. Vacuum the masks off the dancers and then shine the light on them and vacuum them up. Once they're all vacuumed up, grab a fire element from the fire. Use the fire element to defeat the next couple ghosts. Once they are defeated, go left (facing the elevator) and up the ladder. Grab the key in the chest.

Objective #7: Get the key to the Pipe Room.

Now go back down to the Clockwork and Telephone Rooms. Go out into the hallway and through the door on the lower left. Examine the knights with maces from the sides where they don't hold their mace. The mace will fall down on some and ghosts will appear. Investigate chests in the room to find the remaining ghosts. Kill them for the key to the Pipe Room.

Objective #8: Get the key to Cold Storage.

Now go down to the Cellar and out the door on the left wall. Vacuum up dust piles to help you get around. Go through the door on the upper left. Defeat the three ghosts in this room and grab an ice element from the barrel. Use it on the liquid substance in the room to freeze it. Walk across and use A on the valve. Now go to the right and get the key to Cold Storage from where the waterfall used to be falling.

Objective #9: Get the key to The Artist's Studio.

Now go out to the hallway and through the lower left door. In this room, grab a fire element and light the two fires in the upper left corner of the room. Melt the person frozen in ice by using a fire element to be able to vacuum him. Vacuum him up for the key to The Artist's Studio.

Objective #10: Get the key to the Secret Altar.

Now go up to the Safari Room (before the Balcony). Go into the next hall and through the upper right door. Defeat the trios of ghosts that come out of the pictures, then vacuum up the ghost to get a key.

Objective #11: Defeat King Boo.

Go down to the basement into the hallway. Go through the door at the end of the hallway and through the door beyond that area. You will enter the Secret Alter. Walk up to King Boo. After some dialogue, you will fight Bowser. When Bowser rolls spike balls, vacuum one up by getting close to it. Shoot it at Bowser as he is getting ready to use his fire or wind attack. If it hits, Bowser's head will fly off, revealing King Boo, who is controlling the Bowser figure. Vacuum up King Boo while dodging the ice Bowser breathes at you. Once King Boo goes back into Bowser, repeat the process. A while into the combat, Bowser will put his head on backwards and stampede around for a while before he turns his head the right way and proceeds with his normal attacks. Once you defeat King Boo, you will complete the game. Congratulations.

This section lists each portrait ghost in the game, what room they are in, and how to get them. The description of portrait ghosts is like this:

Ghost Name (Room Where Found)
How to Vacuum Ghost

Ghosts in Area 1:

Neville (Study)
Vacuum the fireplace until Neville yawns. Turn and shine light on Neville and then vacuum him.

Lydia (Master Bedroom)
Vacuum the right curtain so a gust of wind comes in. Turn around and shine the light on Lydia and vacuum her up.

Chauncy (Nursery)
Refer to the Area 1 section for this, as this is the boss of Area 1.

Ghosts in Area 2:

Mr. Luggs (Dining Room)
Light the two candles on the table with a fire element found in the corner. Kill the two butlers that come into the room by shining the flashlight onto them and then vacuuming them. Then wait for Mr. Luggs to finish his food or vacuum the food up. Then wait for him to finish spitting fire and you'll be able to vacuum him.

The Floating Whirlindass (Ball Room)
Take out the three dancing couples by vacuuming their masks off and then shining the light on them and vacuum them up. Then wait for the ghosts to show their hearts (try interrupting their dance by walking in between them). Vacuum them up then.

Melody Pianissima (Conservatory)
Play all the instruments in the Conservatory by pressing the A button. Then Melody will appear at the piano. Listen to her song then choose "water" as the answer. Vacuum the sheet music she sends at you then vacuum her up.

Shivers (Hallway & Butler's Room)
First find a floating candle in the area 2 hallway. Light the candles using a fire element. Now go to the Butler's Room and wait for the butler to sit down. Once he does, vacuum him up.

Spooky (Boneyard)
Get Spooky to begin chasing you. Examine the entrance to his doghouse with the Game Boy Horror and kill the skeleton that appears. Vacuum up the skeleton and wait for Spooky to chew on the remains of the skeleton. Then you will be able to vacuum up the dog.

Bogmire (Graveyard)
Check the last part in the Area 2 section of the walkthrough for information on defeating this boss.

Ghosts in Area 3:

Madame Clairvoya (Fortune-teller's Room)
Show her all five of Mario's items by examining the crystal ball with the Game Boy Horror and then repetitively using A on the crystal ball. Once all five of

Mario's possessions are shown to the ghost, she will show her heart and be able to be vacuumed.

Biff Atlas (Rec Room)

Use the punching bags to hit the ghost. Once he shows his heart (you'll probably have to hit him more than once), vacuum him up.

Nana (Nana's Room)

Use A on the table with the basket of yarn. Vacuum up each ball of yarn and shoot it at Nana. Once all three balls hit Nana (you'll have to leave the room if one misses), you can vacuum her up.

Miss Petunia (2nd Floor Bathroom)

Use an ice element on the bathtub and then vacuum the ghost up.

Slim Bankshot (Billiards Room)

Wait until the ghost hits the billiard balls. Vacuum up the flying balls and shoot them at the ghost until it shows its heart. Then, vacuum it up!

Henry and Orville (Twins's Room)

Climb onto the top of the bunk bed and vacuum the thing on the ceiling (not the light, the other thing). Move the C stick to the left and watch Luigi turn around a couple times. He should be making the thing move around. Go down from the bunk bed. If the Twins don't appear, go back up and try some more. If they do, you'll need to leave the room and come back in. Guess at which boxes the Twins are in. If you get both right, the Twins will attack you. Vacuum up the car or plane that they are riding on, then vacuum them up.

Boolossus (Balcony)

Check the end of the Area 3 section for information on beating this boss and vacuuming it up.

Ghosts in Area 4:

Uncle Grimmly (Wardrobe Room)

During the blackout, go to the Wardrobe Room. Turn your back on the person in front of the mirror. Wait for its heart to appear, then vacuum it up.

Jarvis (Ceramics Studio)

Behind the Armory is the Ceramics Studio. In it, Vacuum the pots in the upper left corner. When the ghost appears, play his game. Freeze him seven times and he will attack you. Freeze him then vacuum him up.

Vincent Van Gore (The Artist's Studio)

Defeat the trios of ghosts that come out of the paintings in The Artist's Studio. Once all of them are defeated, vacuum up the ghost artist.

Sue Pea (Guest Room)

In the Guest Room (see the Boos section for how to get to the Guest Room), spray the bed with a water element. Then vacuum up the ghost. Leave the room and come back in and the room will be right-side up.

Clockwork Soldiers (Clockwork Room)

Start the music in three of the corners of the room with the A button. Vacuum the valves behind the soldiers and then vacuum them up.

Sir Weston (Cold Storage)

Use a fire element to light the two fires in the upper left corner of the room. Then melt the frozen ghost and vacuum it up.

King Boo (Secret Altar)

See the Area 4 section on how to beat this boss and get it as a portrait ghost.

Section 4: Boos

This section lists all the Boos in each area. Use this list as a checklist so you can keep track of which rooms you have gotten Boos from and which ones you have not. Remember, to find a Boo using your Game Boy Horror you must defeat all the ghosts in the room and turn on the lights. Below each heading lists the rooms Boos are found in

Boos in Area 1: (6 total)

Parlor
Anteroom
Wardrobe Room
Study
Master Bedroom
Nursery

Boos in Area 2: (8 total)

Ball Room
Storage Room
Mirror Room
Laundry Room
Butler's Room
Conservatory
Dining Room
Kitchen

Boos in Area 3: (24 total)

Rec Room
Tea Room
Nana's Room
Astral Hall
Billiards Room
Projection Room
The Twins's Room
Fortune-teller's Room
Safari Room
Balcony (For beating the boss on the Balcony, you get 15 Boos)

Boos in Area 4: (12 total)

Breaker Room
Cellar
Telephone Room
Clockwork Room
Sitting Room*
Guest Room*
Armory
Ceramics Studio
Pipe Room
Cold Storage
The Artist's Studio
Secret Altar - King Boo**

* = See the description at the bottom of this section for how to access these

rooms.

** = I think King Boo is the 50th Boo, but I'm not absolutely sure.

Some of the Boos are found in the Sitting Room and Guest Room. To access these rooms, first go to the roof of the mansion. Go to the right (facing the elevator) and up the ladder. You will fall down into the Sealed Room. Defeat the ghosts in this room for the key to the Sitting Room. Vacuum up the sheet over the mirror in the upper right corner of the room. Examine the mirror with your Game Boy Horror and you will be warped back to the beginning of the mansion.

Now use your map (Y button) to locate the Sitting Room. Right off of it is the Guest Room. In the sitting room, light the candles by the portraits and defeat the ghost. In the Guest Room, use a water element on the bed and the ghost will wake up. Vacuum her up. Leave the Guest Room and reenter and the room will be right-side up.

Section 5: Mario's Possessions

This section lists where you can find each of Mario's Possessions. You need to collect Mario's Possessions when you are in Area 3. To view which of Mario's items you have, press Z.

Mario's Glove

Go to the Billiards Room on the lower wall of the upper horizontal hallway on the first floor. (You'll need to get the key to this room by going to the Bathroom and defeating the ghost on the third floor. Look at the Portrait Ghosts or Walkthrough sections for this information.) Go to the right from the Billiards Room by vacuuming the pool balls and shooting them at the billiard-playing ghost after he shoots the balls over the room. Once you vacuum up the ghost, go right to the Projection Room. Turn on the projector and shine a light on the shadows of the ghosts you'll see. Use the shadows to determine where the ghosts are. Vacuum up the ghosts for Mario's Glove.

Mario's Hat

This item is found in the Laundry Room in Area 2. Go to the left of the lower hallway to access the room. Mario's Hat can be found by checking the washing machines.

Mario's Letter

Between the well and Toad's hideout in the courtyard is a mailbox. Check the mailbox to find Mario's Letter

Mario's Shoe

This item can be found in The Twins's Room. (To get the key to The Twins's Room, you must visit Nana's Room on the left side of the upper hallway on the third floor of the mansion.) The Twins's Room is up the stairs from the main entrance and to the left. It's the first door on the bottom of the hall. Get on top of the bunk bed and vacuum the device on the ceiling. While vacuuming, hold the C stick left or right. As Luigi circles, he should be making the device spin. Go down from the bed after a while. If the ghosts of the twins don't appear, go back up and spin the device some more. If they do, leave the room and come back in. Find the twins in the boxes. If you don't guess correctly, try again. Once you find both of the twins, they will attack you. Vacuum up the machines they are riding to reveal the hearts of the twins. Vacuum up the twins to get Mario's Shoe.

Mario's Star

This item is found in the Observatory beyond the Astral Hall on the third floor. The Astral Hall is off of the hall connecting the upper and lower horizontal hallways. Look through the telescope then go to the lower right corner. Vacuum the shooting stars and shoot one at the planet in the background.

Follow the path you've created to Mario's Star.

Section 6: Other Information

A: Contact Information

My e-mail address is SeanKelson@aol.com. I am unavailable to provide help on game-related issues due to the amount of time that has passed since the writing of this walkthrough. However, I would appreciate hearing from you with comments and requests.

If you are interested in including this walkthrough on your site, please read the next section.

B: Licensing

As of April 27, 2009, I have updated all of my walkthroughs to be licensed under a Creative Commons Attribution 3.0 Unported License (<http://creativecommons.org/licenses/by/3.0/>). This means you are free to redistribute or build upon my work, even for commercial purposes. The only thing I ask in return is that you give me credit for the content you use.

C: Credits

Thanks to Nintendo for the Gamecube Console and production Pikmin.
Thanks to GameFAQs for being a great site.