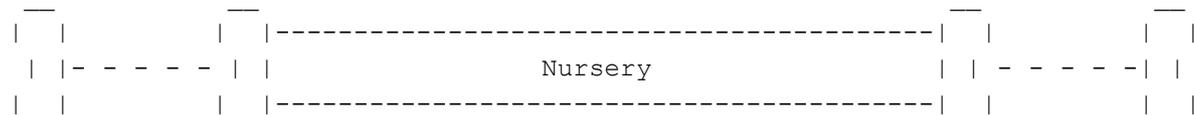


capturing her now.

GALLERY GHOST

```
-----  
| Lydia      | 100 HP | Isn't my hair just gorgeous? Of course, I do |  
|            |        | spend alot of time on it. I was so bored cooped |  
|            |        | up in that painting... Now I spend all my time in |  
|            |        | front of the mirror. It seems to scare people |  
|            |        | though, so everything is coming up roses! |  
-----  
| To get Lydia's attention, use your Poltergeist 3000 on the curtains, |  
| and drag them to the side, to let a draft in through the window. Then, |  
| shine the light on her, before she can get up to slide the curtains |  
| back over. If she does, she'll continue fixing her hair, so you can |  
| try again. |  
-----
```

Once Lydia is out of the picture, the lights will go on, and another chest will appear. This one contains a key, to the nursery, which can be found by going through the west hallway, to the door nearest the one leading to the Master Bedroom, on the opposite wall. In fact, you'll even be shown a cutscene of the door, when you go back to the hallway. So do so, and enter the Nursery.



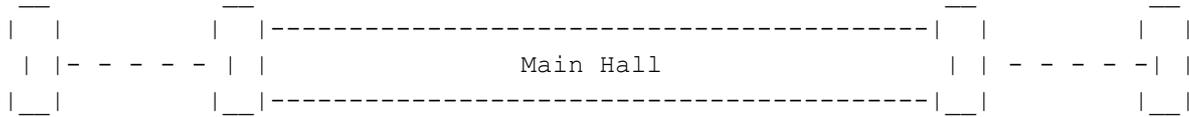
After entering the nursery, check the drawer on the right, for a heart that will restore fifty of your health points, then check the picture next to it, for another heart. Use your Poltergeist 3000 on the lamp on the ceiling, for some coins. Next, head to the west side of the room, and pick the coins surrounding the rocking horse off the floor. After you've done all that, it's time to face the boss of this area.

GALLERY GHOST

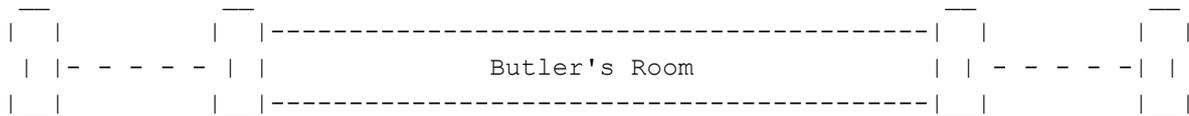
```
-----  
| Chauncey  | 100 HP | Horsey... Rocky... Horsey... |  
-----  
| Use your Poltergeist 3000 on the rocking horse, to get Chauncey to |  
| wake up, and "play" with you. In actuality, he'll be trying to hurt |  
| you by throwing possessed stuffed bears at you. Pick up the ball that |  
| is rolling around the nursery, with your Poltergeist 3000, and nail |  
| him with it, to make him mad. The *real* battle will then start, with |  
| you being shrunk. You'll be in a giant crib, with a giant Chauncey, |  
| who attacks with giant teddy bears and rocking horses. Chauncey has 3 |  
| attacks. Stomping around on his stomache, sending rocking horses flying |  
| at you, and letting rubber balls bounce around the crib. Just avoid |  
| the horses but when the balls come, wait for one to stop, and pick it |  
| up with your Poltergeist 3000. Then, launch it at Chauncey! As soon as |  
| you hit him, use the Poltergeist 3000, and take as much of his HP off |  
| as possible. He'll then jump around the crib himself a bit. You can't |  
| do anything here, so just avoid him, until he sends the rocking horses |  
| again. Then, repeat the process you used before, until you've got him. |  
-----
```

After the fight is finished, the lights to the Nursery will go on, and a large golden treasure chest will appear in the room. Open it, to get a pink key. This is the key that goes to the main, glowing locked door in the Foyer! Those doors separate the main areas of the Mansion. So, that

catch her, and you don't have any item that would allow you to get your fortune told. You'll come back for that later. For now, just light the candles in the four corners of the room, with your newly obtained fire medal, and a key will form on top of the pillar on the right side of the room. Use your Poltergeist 3000 to knock it onto the floor, where you can grab it. Then, head back to the main hall. It's time to go after that floating candle ghost!



Head to the north-side of the room, where you can find the floating candle. This time, rather than walking past it, try lighting it on fire. The ghost of a butler will appear, and become frightened of the fire. He will then begin running away. Follow him -- Which isn't hard, as he doesn't move fast at all -- until he passes through a door on the left side of the Main Hall. You found the key to that door in the Fortune Teller's Room, so follow him. You'll be in the Laundry Room, but don't bother stopping there yet. You have to keep up with the ghost, so just head through the southern door, into the Butler's Room. Here, the Ghost stops, so you can have a shot at him.



BOO

```

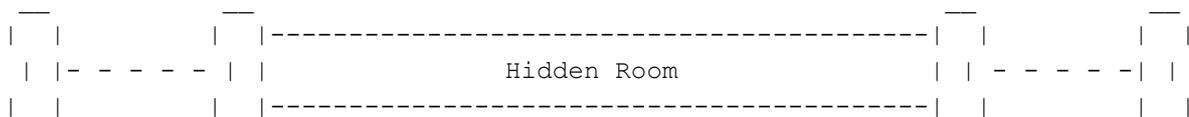
  .----- .
  | Peek a Boo           | 40 HP |
  '-----'
  
```

GALLERY GHOST (Quote: Credited to CWall)

```

  .----- .
  | Shivers | 100 HP | Ahh the beautiful Melody will not even give me the
  |         |      | time of day... What must I do to vain her?
  |         |      | Passion! Yes! That's it! I will show her I burn
  |         |      | for her! My unbridled passion will scorch her soul
  |-----|
  | After giving chase to him through the main hall, he's in no condition
  | to resist being captured. Just flash your light on him, and pull the
  | Poltergeist 3000 on him. He'll be gone in no time.
  |-----|
  
```

Once you have Shivers captured, open the chest that appears, to get another key. Make sure to clear out the cabinet as well, as it contains a large pile of money. You should want to catch Peek a Boo, as well. And before you go to head back, look at the wall on the right, through your Gameboy Horror, and take a picture of the Mouse Hole, to get a breeze to come out of it. Walk in front of it, to be taken to a hidden room!



BOO

```

  .----- .
  | GumBoo           | 40 HP |
  '-----'
  
```

The first thing to do, once you reach the room, should be to capture all

captured, the lights will go on, and a chest will appear on the floor. Open it, to get a Water Element Medal; Now you'll be able to shoot water, as well as fire! After you've gotten it, take a second to find Booligan, then fill your Poltergeist 3000 with water from the sink. Head to the left, to find a door that's on fire. Put it out with the water, and go through it, to reach the Boneyard that you overlooked from the Master Bedroom and the Wardrobe Room balcony, earlier in Area 1. Also note, that now that you have water, you can spray dead plants around the mansion, to reap some rewards. For example, there's a plant like this on the balcony that was just mentioned. Have a look, if you'd like.

```

  | | | | | | |-----| | | | |
  | | - - - - | | | | Bone Yard | | - - - - | |
  | | | | | | |-----| | | | |

```

In the yard, you'll see several things. A small patch of dirt, with a plant in it, a water pump, and a dog house -- Which contains a Gallery Ghost dog. Reload your water to start with, then squirt some on the plant to make it sprout a little. Remember to do this later on as well, in the third and fourth Areas, to make it grow into a gold crystal that's very valuable. Now, as for catching that ghost...

GALLERY GHOST

```

-----
| Spooky      | 100 HP | Woof woof woof! |
|-----|-----|-----|
| Either approach the dog house, or squirt water at the dog, to gain his |
| attention. Then, let him chase you. He's not very fast, but he will |
| make lunges. Lure him away from the house, then go and shake it, to |
| cause a skeleton to come in, and complain about the noise. Focus on him |
| for a second -- He has 30 HP -- and vacuum him up. A bone will be |
| dropped from his body, and it will gain Spooky's attention. Wait for |
| him to start chewing on the bone, then vacuum him up. |
|-----|-----|-----|

```

When he's gone, take a picture of the entrance to the dog house, with your Gameboy Horror. A mist will come out, just like it did to the mouse hole that led to the hidden room. Approach it, and you'll be tossed onto the other side of the stone fence, where there are Gravestones. Knock on a few of the Gravestones, to cause some Skeletons to appear -- You can vacuum them up, just like you did to the one in the main garden. Should you lose any health, shake the stones near the torches on the left and right, to find a couple hearts. After all the skeletons are gone, the large stone in the back will start glowing. Go near it, and the boss ghost of the area will appear; You'll then be brought to a circular arena where you'll be facing Bogmire.

GALLERY GHOST

```

-----
| Bogmire     | 100 HP | (No Thoughts) |
|-----|-----|-----|
| Bogmire will call forth several shadow-clones of himself, and they'll |
| come in all different sizes. Meanwhile, the real one -- Who is pink, |
| as oposed to black, like the rest of them -- will just stand still, as |
| he switches from place to place occasionally. Try to vacuum one of the |
| shadow clones (Taking the larger ones will make it easier to move |
| without being hit) so that they form into a ball on the funnell of the |
| Poltergeist. Launch this at the original Bogmire, and he'll become |
| entrapped in a black bubble! Before he frees himself, grab onto him |
| with the Poltergeist 3000 and lower his health as much as possible. |
|-----|-----|-----|

```



```

| | - - - - - | |                               | | - - - - - | |
|_|           |_|-----|_|                               |_|           |_|

```

Welcome back to here, sort of. This is the main hall, but you still have not completed this area of the game, which will allow you to light the halls up. This will be lit up after you complete the third section. Use the key on the left to open the shortcut door. Instead of going all the way around the very boring and long courtyard, and then through the Rec Room, you will be able to transfer from the main hall straight to this area. Pretty nice indeed. Well, let us move on. Head down to the basement.

```

|_|           |_|-----|_|           |_|           |_|
| | - - - - - | |                               | | - - - - - | |
|_|           |_|-----|_|           |_|           |_|

```

Welcome to the basement. Clearly, there is nothing you can do here, so we are going to be leaving right away! There are two doors that you can enter, but only one of them is unlockable. So, enter the room to the north to move onto the next area.

```

|_|           |_|-----|_|           |_|           |_|
| | - - - - - | |                               | | - - - - - | |
|_|           |_|-----|_|           |_|           |_|

```

There is still not much you can do here, but we have one goal to accomplish. To the left, as you enter, you will notice a table. Shake it to make a Money Ghost pop out. You know the procedure. Vacuum that sucker up, and collect all of the treasure and money that you possibly can. Honestly, that is all you can do here, according to my calculations. We might as well head up to the next floor. Head back to the Main Hall, and take the stairs to the upper level.

```

|_|           |_|-----|_|           |_|           |_|
| | - - - - - | |                               | | - - - - - | |
|_|           |_|-----|_|           |_|           |_|

```

The Main Hall is much like the floor below. You will have an enigma of halls to go through in this area, but we will leave all that for later. Right now, let us just move on with the walkthrough, and intended route. Head all the way to the left, continuing past several doors. Ignore the fire for now as well. Enter the door all the way to the left to get to the washroom.

```

|_|           |_|-----|_|           |_|           |_|
| | - - - - - | |                               | | - - - - - | |
|_|           |_|-----|_|           |_|           |_|

```

To complete the puzzle, if you can call it that, will be extremely easy for this room. All you really have to do is open the toilet to the left of the room and vacuum the ghost up. The only trick to it is the elemental shield on the ghost, which you must break prior to sucking it up. This ghost is immune all elementals, except for water, and I think you should have water as you enter this room, because I did. Anyway, throw some water on the ghost, and then suck it up. It is really easy. The lights will go on, and you can collect the treasure that this ghost leaves behind. That is enough here, let us move back to the fire door. Spray the door with water, and head in.

```

|_|           |_|-----|_|           |_|           |_|
| | - - - - - | |                               | | - - - - - | |
|_|           |_|-----|_|           |_|           |_|

```


room to find another Money Ghost. Collect all of the money that it leaves behind and get ready to defeat yet another Gallery Ghost. This one is named Nana. Well, it sounds like it is easy, and it is easy. So don't worry about it.

GALLERY GHOST

```
-----
| Nana          | 100 HP | Hey, it's a funny man. Should I play with him? |
|              |        | |
|-----|-----|-----|
| Nana is not too difficult, but she can be pretty annoying. See, head |
| over to the yarn ball and suck it up. As you can see, Nana takes a lot |
| of pride in her yarn balls, and she really does not like when you do |
| those kinds of things. Anyway, she will run around, and you will have |
| to suck up another yarn ball. This time, aim the ball for Nana, and if |
| you hit her, you will be one-third of the way to beating her. There are |
| also two other balls that you have to suck up and then throw at the |
| ghost. If you are successful all three times, you will be able to suck |
| her up using the vacuum. However, if you take too long to hit her, she |
| will stop, and you will have to exit the room and start over again. |
|-----|-----|-----|
```

Well, she will leave behind another important key. This one leads to the Twin's Room, which we will get to later. However, we are finished so far for this part of the mansion. So, let us move on to the lower part of the mansion and enter the room (Billiard Room) that we received a key for just a little while ago.

```
  _ |          | _ |-----|          | _ |          | _ |
| | - - - - - | |          Billiard Room | | - - - - - | |
| _ |          | _ |-----|          | _ |          | _ |
```

BOO

```
-----
| BooHoo          | 50 HP |
|-----|-----|
```

This room contains ANOTHER Gallery Ghost. Gosh! When will they ever let us go through those easy rooms again? Anyway, you will find a Money Ghost, like you always do, in the southeast. There is a table, so if you check it by doing the punch move, you will be able to capture it, along with a load of cash. Anyway, let us get to the cream of the crop here. The Gallery Ghost will be our next objective in this room.

GALLERY GHOST

```
-----
| Slim Bankshot | 100 HP | You want some of this? |
|              |        | |
|-----|-----|-----|
| This guy, I promise, is a lot easier than most Gallery Ghosts. He will |
| hit a few shots, I believe three. Once he is finished, vacuum up one of |
| his balls, and then aim it at his stick. If you shoot it at his stick, |
| it will be directed towards the Ghost itself. However, you are not done |
| quite yet. You must repeat this procedure two more times, and the ghost |
| will bend over due to absolute pain from the balls. Now is your good |
| chance to capture the ghost. Just use your vacuum skills and you should |
| have no problems getting this guy. Once you are done, the lights will |
| go on, and you will be done with this room. Woohoo! |
|-----|-----|-----|
```

Simply head to the room right next to here. We must cover the remaining rooms on this floor. After the Projection Room, we will go to the Twin's Room, which

Nothing more than a Gallery Ghost in this room. Notice the pots. First, get the ice element that exists in one of the pots. Then, shake the rest of the pots, and the Gallery Ghost, Jarvis, will eventually pop out. Get ready for a little game...

GALLERY GHOST (Quote: Credited to CWall)

```
-----
| Jarvis          | 100 HP | No available comment. |
|                |        |                         |
|-----|-----|-----|
| Jarvis is relatively hard for a Gallery Ghost, so watch out. Basically, |
| Jarvis will pop in and out of all of the pots, and you have to catch |
| him. As he pops out of the jars, spray him with Ice element. Continue |
| running around, and spraying him, for a total of seven times. He gets a |
| lot faster as time goes on, so make sure you stay on your toes. Once |
| you are done with hitting him seven times, you will be able to capture |
| the ghost with your vacuum. Watch out for the magical spells that will |
| severely slow you down, and possibly freeze you. Also, watch out for |
| the jars that fly around and try to hit you. Congrats when you beat |
| this guy, it is a real accomplishment. |
|-----|-----|-----|
```

Continue on to the Pipe Room. We near the end...

```
  _   _   _   _
| | | | | | | |-----| | | | | |
| | - - - - | |           Pipe Room       | | - - - - | |
|_|_|_|_|_|_|-----|_|_|_|_|_|_|
```

BOO

```
-----
| Booffant          | 300 HP|
|-----|-----|
```

Small room. Notice the poisonous river. Stay away from it because it is not friendly. Capture the three enemies to turn the lights on. Now, head over to the Ice Element source, and grab some if you do not have it already. Now, freeze the poison in the river to create an ice layer so you can cross. Head over to the other side now. Head across one more time to get to a wheel. Turn this to create a bridge to get to a chest. Open it for a key to the next room.

```
  _   _   _   _
| | | | | | | |-----| | | | | |
| | - - - - | |           Cold Storage       | | - - - - | |
|_|_|_|_|_|_|-----|_|_|_|_|_|_|
```

BOO

```
-----
| Boolderdash      | 150 HP|
|-----|-----|
```

Well, there is a pretty tough Gallery Ghost in here.

GALLERY GHOST

```
-----
| Sir Weston       | 100 HP | Darn, I love the cold, I mean I just plain |
|                 |        | love it! |
|-----|-----|-----|
| Location: Cold Storage          | Area: 4 |
|-----|-----|-----|
| This is pretty stupid, as you will soon find out. Take the fire element |
| in the fire area, and light the torches that need lighting. Suddenly, |
```



```

| Bowser          | 500 HP | No available comment.
| King Boo       |         |
|-----|-----|-----|
| First, you must learn Bowser, the first form of King Boo, and his
| attacks. The fire breath, which scans the area, is pretty powerful.
| Now, here is the main part. Bowser will roll a bunch of spiked bombs.
| What you must do is take the bomb, but sucking it into your vacuum.
| Then, throw the bomb at bowser and voila! You have already taken some
| good HP off of Bowser (King Boo). The tail whip is deadly if you get
| behind Bowser, so don't! Avoid his air breath, which sucks you in.
| Repeat this procedure until Bowser's head is backwards. Watch out for
| the crazy running. Repeat hitting him, and then King Boo will reveal
| himself. With 500HP, you are going to have to work fast. Suck him up
| and take about 100 HP off. Then, he will get back into Bowser. Repeat
| the process and then deplete King Boo's HP totally. Congrats!, you have
| just beat Luigi's Mansion!
|-----|-----|-----|

```

Congratulations! You beat Luigi's Mansion!

```

=====
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
=====
05                      G A L L E R Y   G H O S T S                      [CREDS]
=====
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
=====

```

```

|-----|-----|-----|
| Neville      | 100 HP | Ho ho ho ho... Go aheadm try to find me. I can
|              |         | see you, but you cannot see me. Ho ho ho ho...
|-----|-----|-----|
| Location: Study                | Area: 1
|-----|-----|-----|
| Neville is easy to catch. Just stand in front of him, facing away with
| your flashlight off. Wait for him to yawn, then turn around and shine
| the light on him, to stun him. Then, attempt to vacuum him up like you
| would any other ghost. If he escapes, just repeat the process.
|-----|-----|-----|

```

```

|-----|-----|-----|
| Lydia       | 100 HP | Isn't my hair just gorgeous? Of course, I do
|              |         | spend alot of time on it. I was so bored cooped
|              |         | up in that painting... Now I spend all my time in
|              |         | front of the mirror. It seems to scare people
|              |         | though, so everything is coming up roses!
|-----|-----|-----|
| Location: Master Bedroom        | Area: 1
|-----|-----|-----|
| To get Lydia's attention, use your Poltergeist 3000 on the curtains,
| and drag them to the side, to let a draft in through the window. Then,
| shine the light on her, before she can get up to slide the curtains
| back over. If she does, she'll continue fixing her hair, so you can
| try again.
|-----|-----|-----|

```

```

|-----|-----|-----|
| Chauncey    | 100 HP | Horsey... Rocky... Horsey...
|-----|-----|-----|

```

| Location: Nursery | Area: 1 |

| Use your Poltergeist 3000 on the rocking horse, to get Chauncey to
| wake up, and "play" with you. In actuality, he'll be trying to hurt
| you by throwing possessed stuffed bears at you. Pick up the ball that
| is rolling around the nursery, with your Poltergeist 3000, and nail
| him with it, to make him mad. The *real* battle will then start, with
| you being shrunken. You'll be in a giant crib, with a giant Chauncey,
| who attacks with giant teddy bears and rocking horses. Chauncey has 3
| attacks. Stomping around on his stomach, sending rocking horses flying
| at you, and letting rubber balls bounce around the crib. Just avoid
| the horses but when the balls come, wait for one to stop, and pick it
| up with your Poltergeist 3000. Then, launch it at Chauncey! As soon as
| you hit him, use the Poltergeist 3000, and take as much of his HP off
| as possible. He'll then jump around the crib himself a bit. You can't
| do anything here, so just avoid him, until he sends the rocking horses
| again. Then, repeat the process you used before, until you've got him.
|
|-----

| Floating | 100 HP | So, you can see me? Well that may be, but you will
| Whirlindas | never find my weakness! -- I don't think this
| | gent can even see us!
|-----

| Location: Ball Room | Area: 2 |

| Follow the dancers around the room, staying between the two, so that
| they actually show themselves to you, until you catch them bowing. When
| that happens, pull out your flashlight to stun them, and vacuum them
| up. Even though there's two of them, they count as one ghost.
|
|-----

| Shivers | 100 HP | Ahh the beautiful Melody will not even give me the
| | time of day... What must I do to vain her?
| | Passion! Yes! That's it! I will show her I burn
| | for her! My unbridled passion will scorch her soul!
|-----

| Location: Butler's Room | Area: 2 |

| After giving chase to him through the main hall, he's in no condition
| to resist being captured. Just flash your light on him, and pull the
| Poltergeist 3000 on him. He'll be gone in no time.
|
|-----

| Melody | 100 HP | Hmph! This ragamuffin looks as if he couldn't
| | play a note!
|-----

| Location: Conservatory | Area: 2 |

| Should you get the question right, she'll send some music sheets at
| you, which will hurt you. Vacuum them all up with the Poltergeist 3000
| and then, she'll begin to sob for a moment. Before she recovers, shine
| your flashlight on her, and nail her with the Poltergeist.
|
|-----

| Mr. Luggs | 100 HP | No one can see me in this darkness! No one no one |
|-----

| | | no one nooooooooooooo-one!
|-----|-----|-----|-----|
| Location: Dining Room | Area: 2
|-----|-----|-----|-----|
| Start, by using the Poltergeist's flame function, to light all six
| candles on the table. That, will lcause Mr. Luggs to become visible.
| Next, take the table cloth off the table, so it doesn't get in your way
| and then start vacuuming up Mr. Luggs food. As it empties, servant
| ghosts will come to try and refill it, but don't let them! Shine your
| flashlight on them, and they'll run away. Keep this up, until the food
| is gone, and Mr. Luggs will go into a rage, and begin shooting fire
| balls at you. Keep moving around the table to dodge him, and soon, he
| will run out of breath. That's your chance to catch him.
|-----|-----|-----|-----|

| Spooky | 100 HP | Woof woof woof!
|-----|-----|-----|-----|
| Location: Bone Yard | Area: 2
|-----|-----|-----|-----|
| Either approach the dog house, or squirt water at the dog, to gain his
| attention. Then, let him chase you. He's not very fast, but he will
| make lunges. Lure him away from the house, then go and shake it, to
| cause a skeleton to come in, and complain about the noise. Focus on him
| for a second -- He has 30 HP -- and vacuum him up. A bone will be
| dropped from his body, and it will gain Spooky's attention. Wait for
| him to start chewing on the bone, then vacuum him up.
|-----|-----|-----|-----|

| Bogmire | 100 HP | (No Thoughts)
|-----|-----|-----|-----|
| Location: Bone Yard | Area: 2
|-----|-----|-----|-----|
| Bogmire will call forth several shadow-clones of himself, and they'll
| come in all different sizes. Meanwhile, the real one -- Who is pink,
| as oposed to black, like the rest of them -- will just stand still, as
| he switches from place to place occasionally. Try to vacuum one of the
| shadow clones (Taking the larger ones will make it easier to move
| without being hit) so that they form into a ball on the funnell of the
| Poltergeist. Launch this at the original Bogmire, and he'll become
| entrapped in a black bubble! Before he frees himself, grab onto him
| with the Poltergeist 3000 and lower his health as much as possible.
| You'll likely be hit by lightning at one point while you vacuum him,
| but don't worry -- It doesn't take away any life. You'll just have to
| hit him with another bubble, and try to catch him over again. Soon,
| you should have his life drained completely.
|-----|-----|-----|-----|

| Biff Atlas| 100 HP | Look at this buffness! I'm huge! How'd you like to
| | | be my punching bag, weakling?
|-----|-----|-----|-----|
| Location: Rec Room | Area: 3
|-----|-----|-----|-----|
| Biff Atlas is really pretty easy. Head over to him, as he is lifting
| some weights on the bench press. Notice that large karate punching bag
| a bit above the ghost. Head over to hit and punch it straight into the
| ghost. For being a mean person, Biff is going to jump up and get pretty
| angry, so watch out. He will chase you around, rather slowly, which
|-----|-----|-----|-----|

| should not be much of a problem. But, when you find the perfect timing |
| make sure you hit the punching bag once again straight into Biff to |
| hurt him even more. This will make him move even faster as he chases |
| you around the room. Repeat the process one more time to knock him down |
| and you will finally be able to suck him up. He is pretty bad at |
| getting away from your vacuum, so you should have no problem depleting |
| his HP to the full amount. |

| Miss Petunia | 100 HP | Ahh... a piping hot shower! |

| Location: Bathroom | Area: 3 |

| Notice that curtain that protects the shower in this room? Well, you |
| are going to have to vacuum the curtain off of the shower, and you will |
| be able to see the ghost. Now, quickly freeze Miss Petunia with Ice, |
| the new element that you just received. She will sneeze like a good |
| ghost...Then you will be able to do your magic. Simply use your vacuum |
| to take her entire HP down to zero, and you will have defeated her. |
| To get all the treasure that she has collected, make sure you use your |
| vacuum cleaner to aim for the treasure behind the tub. Then, slightly |
| push up to make the treasure rise, and it will finally come to you. |
| That is basically all you need to know for this Gallery Ghost. |

| Nana | 100 HP | Hey, it's a funny man. Should I play with him? |

| Location: Nana's Room | Area: 3 |

| Nana is not too difficult, but she can be pretty annoying. See, head |
| over to the yarn ball and suck it up. As you can see, Nana takes a lot |
| of pride in her yarn balls, and she really does not like when you do |
| those kinds of things. Anyway, she will run around, and you will have |
| to suck up another yarn ball. This time, aim the ball for Nana, and if |
| you hit her, you will be one-third of the way to beating her. There are |
| also two other balls that you have to suck up and then throw at the |
| ghost. If you are successful all three times, you will be able to suck |
| her up using the vacuum. However, if you take too long to hit her, she |
| will stop, and you will have to exit the room and start over again. |

| Slim Bankshot | 100 HP | You want some of this? |

| Location: Billiard Room | Area: 3 |

| This guy, I promise, is a lot easier than most Gallery Ghosts. He will |
| hit a few shots, I believe three. Once he is finished, vacuum up one of |
| his balls, and then aim it at his stick. If you shoot it at his stick, |
| it will be directed towards the Ghost itself. However, you are not done |
| quite yet. You must repeat this procedure two more times, and the ghost |
| will bend over due to absolute pain from the balls. Now is your good |
| chance to capture the ghost. Just use your vacuum skills and you should |
| have no problems getting this guy. Once you are done, the lights will |
| go on, and you will be done with this room. Woohoo! |

Twins | 100 HP | No Available Comment

Location: Twins' Room | Area: 3

To actually trigger the Ghosts, you are going to have to head to the center of this room. Look at the chandaleer thing at the top of room. Use your vacuum to blow on it, but use the C-Stick to twist it around. By twisting, a lot of noise will be made, and the twins will eventually wake up. Anyway, now the battle will begin. They will offer to play a game of hide and seek. Of course, you can easily win. They will hide and if you vacuum the areas, and a shake occurs after, you will be able to find them. Once you find both of them, they will ride toys around room. Capture them now, and watch out for the other. You win!

Madame Clairvoya | 100 HP | Destiny chooses our paths...

Location: Fortune Teller's Room | Area: 3

You now have the right to officially suck up Madame Clairvoya, as she says it is her time to go. She will still try to get away, which is really odd.

Boolossus | 100 HP | No Available Comment

Location: Balcony | Area: 3

Boolossus, comprised of 15 Boos. To defeat the boss, you basically have to defeat all 15 Boos. This is how this battle is going to work. You are going to need some Ice Element fast. So, head to the left part of the arena, towards the Unicorn statue. You will notice some ice element in this area, so vacuum it up. Now, the boss will simply jump around and try to hit you. This is not really that hard, but as you kill some of the Boos, the Boolossus will get smaller, but faster. So, what does a unicorn have that could be useful to you? Ah, yes, a spiked horn. If you lead Boolossus towards the spiked horn, you will be able to burst him into all of the Boos. Now, they will attack you, so spray Ice in a large circle to freeze the Boos. Then, vacuum them up to permanently get rid of that Boo. Try to get as many as you can before they combine again to form Boolossus. Anyway, you will notice that Boolossus is a lot smaller and faster. Again, repeat the procedure to burst the main boss into several Boos. Freeze them and suck them in. Repeat this until all of the Boos are gone. Try your best not to leave one or two for the last part because it is really hard to capture them when there are so few. Anyway, repeat the procedure and eventually you will win!

Uncle Grimmly | 100 HP | Nobody will find me because I'm old, cranky
| | by gum people are afraid of me!

| Location: Closet | Area: 4 |

| Do not worry, Grimmly is incredibly easy. All he really does is try to |
| sneak up on you and attack you. He is much like normal ghosts, in fact. |
| Anyway, before he actually attacks you, shine your flashlight onto the |
| ghost, and then suck his HP all the way down to zero. Not much more to |
say for this one. Congratulations, another ghost is gone!

Clockwork	100 HP	Green: The valve... The valve...
Soldiers	Each	Blue: Squeak squeak
		Pink: Heyyyyy, stooooopp lookkkinnggg at mee!

| Location: Clockwork Room | Area: 4 |

| This is certainly one weird ghost. Anyway, you have to play all three |
| musical devices, or clocks...They are located in the northeast, north |
| west, and the table near the south. Make sure you turn all three on so |
| that they all play together. Then, the soldiers will awaken, and start |
| attacking you. Once they have attacked you, you will get the chance to |
| attack them. Do this one at a time to make things easier. Just blow air |
| at them to knock the cork off of them, and then you will be able to use |
your vacuum to suck them in, and capture the next Gallery Ghost!

| Jarvis | 100 HP | No Available Comment |
| | | |

| Location: Ceramic Studio | Area: 4 |

| Jarvis is relatively hard for a Gallery Ghost, so watch out. Basically, |
| Jarvis will pop in and out of all of the pots, and you have to catch |
| him. As he pops out of the jars, spray him with Ice element. Continue |
| running around, and spraying him, for a total of seven times. He gets a |
| lot faster as time goes on, so make sure you stay on your toes. Once |
| you are done with hitting him seven times, you will be able to capture |
| the ghost with your vacuum. Watch out for the magical spells that will |
| severely slow you down, and possibly freeze you. Also, watch out for |
| the jars that fly around and try to hit you. Congrats when you beat |
this guy, it is a real accomplishment.

| Sir Weston | 100 HP | Darn, I love the cold, I mean I just plain |
| | | love it! |

| Location: Cold Storage | Area: 4 |

| This is pretty stupid, as you will soon find out. Take the fire element |
| in the fire area, and light the torches that need lighting. Suddenly, |
| Sir Weston is frozen in a block of ice, which you can thaw out using |
| your fire element. Spray some fire on him, and he will reward you by |
| attacking you...Ok, make him pay now. Spray fire at him, and then do |
| your thing. Watch out for the fire and the icicles that fall from the |
| ceiling. You will get hit often, so you are going to have to recapture |
| Winston quite a few times. Oh well, make him pay, and eventually he |
will be defeated. Congrats on beating this harder Gallery Ghost of this

| game!

| Vincent Van | 100 HP | Now does he grasp zee power of my crations?
| Gore | |

| Location: Artist's Studio | Area: 4

| This guy is really mad at you for destroying all his art, which were
| all of the Gallery Ghosts that you have destroyed. Well, you are just
| going to have to capture him as well. So, he sends basically every type
| of enemy in the entire game at you, in groups. In tripplets, Gold, then
| Purple, then Blue ghosts will come out. They are easy...three ghosts,
| then three Shy Guys, then Three Green ghosts, then three bombers. After
| you kill all of the ghosts, you will have the chance to suck up the
| painter, Vincent Van Gore, himself. This will be pretty tough. He is
| absolutely running for his life, so make sure you stay on task when
| trying to keep him in your reach. Congrats on beating him!

| Bowser | 500 HP | No Available Comment
| King Boo | |

| Location: Roof | Area: 4

| First, you must learn Bowser, the first form of King Boo, and his
| attacks. The fire breath, which scans the area, is pretty powerful.
| Now, here is the main part. Bowser will roll a bunch of spiked bombs.
| What you must do is take the bomb, but sucking it into your vacuum.
| Then, throw the bomb at bowser and voila! You have already taken some
| good HP off of Bowser (King Boo). The tail whip is deadly if you get
| behind Bowser, so don't! Avoid his air breath, which sucks you in.
| Repeat this procedure until Bowser's head is backwards. Watch out for
| the crazy running. Repeat hitting him, and then King Boo will reveal
| himself. With 500HP, you are going to have to work fast. Suck him up
| and take about 100 HP off. Then, he will get back into Bowser. Repeat
| the process and then deplete King Boo's HP totally. Congrats!, you have
| just beat Luigi's Mansion!

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|---|-----------------|-------|-----------------|
| 1 | BamBoo | 30 HP | (Parlor) |
| 2 | Bootha | 50 HP | (Anteroom) |
| 3 | GameBoo Advance | 30 HP | (Wardrobe Room) |
| 4 | TaBoo | 50 Hp | (Study) |

5	Boolicious	50 HP	(Master Bedroom)
6	Turboo	50 HP	(Nursery)
7	Boo La La	60 HP	(Ballroom)
8	GameBoo	50 HP	(Storage Room)
9	Kung Boo	40 HP	(Mirror Room)
10	Peeka Boo	40 HP	(Butler's Room)
11	GumBoo	40 HP	(Hidden Room)
12	Boogie	40 HP	(Laundry Room)
13	Boomeo	40 HP	(Conservatory)
14	Boodacious	80 HP	(Dining Room)
15	Booligan	80 HP	(Kitchen)
16	Booregard	100 HP	(Rec Room)
17	Boojangles	50 HP	(Tea Room)
18	LimBooger	100 HP	(Nana's Room)
19	Booswoggle	100 HP	(Astral Hall)
20	Boohoo	50 HP	(Billiard Room)
21	Shambo	50 HP	(Projection Room)
22	Booris	100 HP	(Twin's Room)
23	Booigi	40 HP	(Fortune Teller's Room)
24	Boo Peep	100 HP	(Safari Room)
25	Boo B. Hatch	200 HP	(Breaker Room)
26	Booripedes	100 HP	(Cellar)
27	Boomerang	300 HP	(Telephone Room)
28	Boocaster	300 HP	(Clockwork Room)
29	Boolivia	100 HP	(Sitting Room)
30	Boonita	100 HP	(Guest Room)
31	Underboo	150 HP	(Armory)
32	Tamboorine	200 HP	(Ceramic's Studio)
33	Boofant	300 HP	(Pipe Room)
34	Boolderdash	150 HP	(Cold Storage)

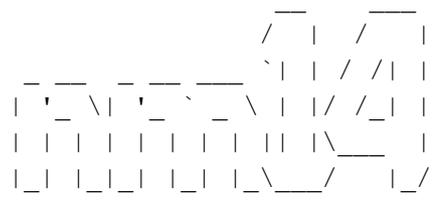
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35 | Boutique          | 300 HP| (Artist's Room)
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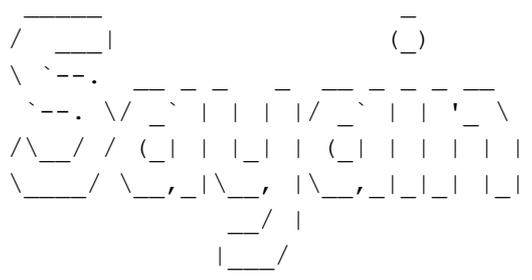
Thank you to the following people who have contributed to this guide:

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If tips or strategies are sent in through e-mail, we will credit you here.



All of my work can be found at:
<http://www.gamefaqs.com/features/recognition/32285.html>



All of my work can be found at:
<http://www.gamefaqs.com/features/recognition/31808.html>