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Contact Information
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E-mails:

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Hey everyone. This is the e-mail policy portion of this FAQ. We are going to list what we believe to be "acceptable" or "unacceptable" e-mails. Of course, it would be very wise of you to correctly e-mail us if you are hoping for a response. Also, if you have made a mistake when e-mailing us, it is very likely we will block you so that you cannot send us any more messages. So, now that you all know what will happen if you incorrectly e-mail us, you have to find out what is acceptable and what is unacceptable. Please read below.

Do you have information that we have not covered in this FAQ? Well, read below. If you happen to know something in the FAQ please e-mail us. We are always interested in adding information from readers, but there are a few exceptions. If this FAQ is NOT labeled "Final" as its version, your added information may


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Area 1

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Foyer

When you first arrive at the mansion, Luigi will have nothing but a flashlight, and that doesn't leave you with many choices, on things to do. Walk up either of the flights of stairs, which are on the left and right sides of the room, to reach the second floor of the Foyer. Then, check the main door, that's in the center, on the wall. You'll find it locked, but then, you'll be greeted by a strange giggle. Walk back down to the first floor, and you'll see a floating key. Wait for it to drop onto the rug, then pick it up and head back up the stairs. Use it to unlock the door that you previously checked, and you will gain access to the Parlor.

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Parlor

You can't actually do anything here, but you will see an important cutscene. Luigi will run into Professor E. Gadd, a scientist who is an expert on catching ghosts, as he proves by saving Luigi with a vacuum. He and Luigi will head back to his Lab after that, where he will give you the Poltergeist 3000 -- The vacuum used to collect ghosts. He'll even tell you a bit about your brother Mario.

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The Lab

After Professor E. Gadd finishes lecturing you, he'll put you into a test with the Poltergeist 3000. You'll be in a room, with vents on the ground, and ghosts will come at you, in small numbers. It doesn't take too much work here; Just hold the B button down, to hold your flashlight off, then aim it at them, and let it shine. Doing so will stun the ghosts, and allow you to use the Poltergeist 3000 on them. They'll then try to run away, so hold the control stick in the opposite direction, from which they are running. You don't have to get them all, so don't worry. After you've finished, the Professor will opt to show you the gallery. You can look around, but there's nothing there. So either say no thanks to go back to the mansion, or have your look. Should you choose to look around, talk to him again, to go back to the mansion.

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```

Foyer

Once you're in the Foyer again, you'll notice something has changed; There is now a weeping mushroom near the stair-banister, on the left. Fans of Mario games will immediately recognize this as Toad. Go and talk to him, and tell him that you'll help him find Mario. He'll stop crying, and the lights will go on -- And what more, he'll now be able to save your game, as

will any other Toad, that you find, and talk to. As soon as you're done talking to him, to get this trap out of the way, stand in the middle of the rug. You'll hear something shaking, so immediately move -- The chandelier will fall, and you'll be out of the way, just in time. Now, to milk the room for cash, head up the stairs, and pick up all the coins off the floor. Then, use the Poltergeist to shake the chandelier. It will be raining bills from there. When you've cleared the place, head back through the door, into the Parlor.

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|_|   |   |   |-----|_|   |   |   |
| | - - - - | |           Parlor   | | - - - - | |
|_|   |   |   |-----|_|   |   |   |
```

Use the Poltergeist to pick up the coins from the floor and tables, once you enter the room. Check the china cabinet, and book case as well, for some more money, but stay away from the lamp post -- There's a poison mushroom in it, that will cause you to lose some money. After the money is yours, look above the book shelf to see some eerie-looking purple candles. Blow out the flame in all six candles, to get a strange reaction from the painting -- Notciably, screams and threats. Aboutthree ghosts will then come, but only one at a time, so it will be easy. Catch them, using the skills you picked up back at the lab, and the light will go on. A treasure chest will also magically appear in the center of the room. Open it, to find a key, that will unlock the door right in front of you, which leads to the Anteroom.

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| | - - - - | |           Anteroom   | | - - - - | |
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```

You don't even have to do anything in this room, before ghosts start to come for you. You'll even encounter a new type of ghost here -- A pink one, which will try to swoop forward at you. This one has 20 HP and is harder to catch, so try going for the orange ones first. After you catch them all, the lights will go on. Before leaving though, check all three lamp tables, and shake both chandeliers with your Poltergeist 3000. All of these areas contain money, except for one, which contains a heart; And that's a good thing too. One of the lamp tables even contains a valuable gold brick. When you have all of the loot, head to the left, into the Wardrobe Room.

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| | - - - - | |           Wardrobe Room   | | - - - - | |
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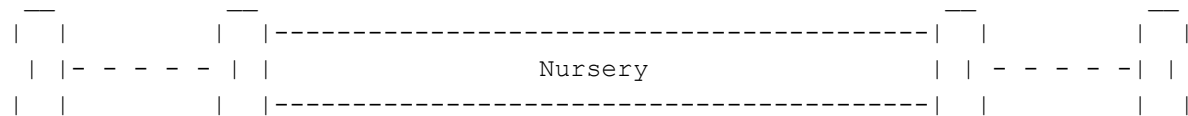
After entering the room, you'll again be attacked by ghosts. However, there is another new kind, here. This one is green, has 40 HP, and will throw bananas. He may look like a goof, but he can be tricky -- Tripping on a banana will cause you to lose some health, and will cause any ghost you are trying to vacuum up, to escape temporarily. Catch these ghosts, until they stop coming, but don't be surprised when the lights don't go on. There's still one more ghost in the room, hiding in the wardrobe closet on the left side of the room. Open the door, and immediately shine your flashlight, to stun the ghost inside, then vacuum him up. The lights will then go on. With the lights on, you can easily see a key on the top of the clothes rack. So, use the Poltergeist 3000 to pull the key off the ledge, and to you. Head through the door on your left, to the balcony, and talk to another crying Toad, before you leave though. It's always a good idea to save. After you have Toad cheerful again, head back into the Wardrobe Room, and pull out the Gameboy Horror. Look into the mirror, and take a picture. You'll be immediately transported back to the Foyer. This trick works with almost all mirrors, so remember it.

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. |  
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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

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-----  
| 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 shrunked. 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

would mean, that the first area is over! Professor E.Gadd will take you back to the Lab after you pick up the key, then you'll see a cutscene of him turning the ghosts back into paintings. That's it, on to Area 2!

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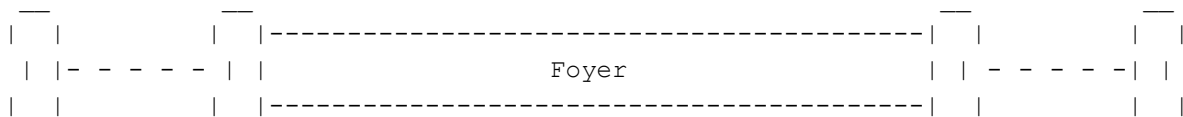
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Area 2

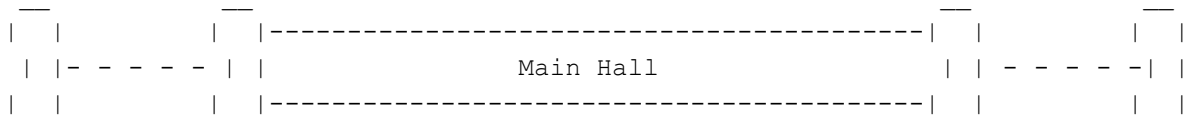
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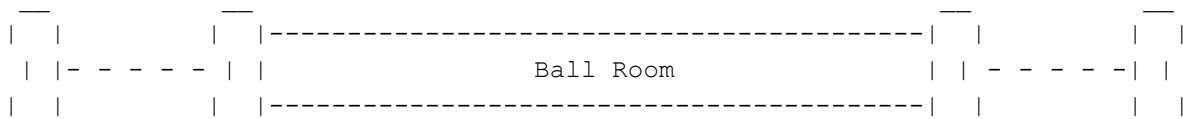


The only thing you have to do in the Foyer, is unlock the glowing door to reach the Main Hall. So, do that, and walk through, to reach the Main Hall.



Walk forward, down the corridor in front of you, on your right and take a right at the end of it. Shake the vase over there, to get a gold brick, but then turn around and head back to the left. You should be attacked by a white ghost that will stretch down from the ceiling, but he actually only has 0 HP, so one flash, mixed with the Poltergeist 3000 will take him down. Proceed around the next corner, and take the second door on your left.

In this room, there's two ghosts for you to take out. They are a new breed of ghosts though. These guys will try to grab you, which will result in you losing health, while your controls are messed up. You have to shake around to get them off. They can be defeated by the same means as all other ghosts though, so catch them both. E. Gadd. will then call to tell you about them; He's a bit late though... With the ghosts gone, the lights will go on, and a key will be revealed on the shelf. Use the Poltergeist 3000 to pull it down.



Head back into the Main Hall, then down the corridor that runs up the middle of the room. Go through the door on the right, that you now have the key for, to reach the Ball Room. Step onto the dance floor, and some Shy Guy ghosts will appear, and start dancing. These are a new type of ghost, but you can handle them. Just hold the Poltergeist 3000 on them, until their masks come off, then shock them with your flashlight and suck them up. When you clear the floor of Shy Guys, the floor will start spinning, and two gallery ghosts will begin dancing.

GALLERY GHOST

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.-----
| 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! |
|-----'-----'-----

```

| 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. |
 '-----'

When the Flying Whirlindas have been captured, the lights will go on, the floor will stop spinning, and a treasure chest will form in the middle of the room. Open it, to find another key, and use it, to open the door in the corner of the room, which leads to the Storage Room.

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Storage Room

After entering this room, you'll be playing a bit more of the ghost-catching game, until you clear the room, and the lights go on. When that happens, check the mop's pail for some coin, then look into the mirror on the wall. You will see a reflection of a switch! Guide yourself using the mirror, to the switch on the southern wall, and press it. The wall on the left side of the room will slide away, revealing a closed vent on the floor, and a poster. Pull the poster off the wall with your Poltergeist 3000, and press the button that's revealed below it. This will cause the trap door to open, releasing a bunch of Boos, and even King Boo! They'll all run off, but then you will get some information from E. Gadd, who will bring you back to the Lab. He'll tell you about the Boos, and also mention that you can now use the Boo radar feature on your Gameboy Horror, to catch Boos - And remember, they will only be found in rooms, once the lights are on.

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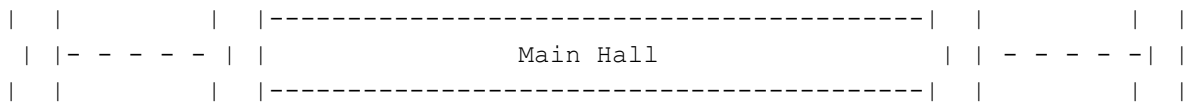
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Foyer

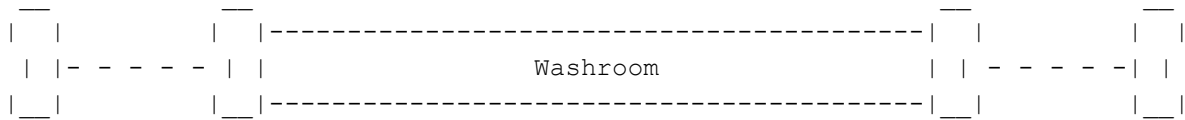
Once again, you are back in the Foyer. However, this time, you don't have any new rooms to go to, and you don't have any keys. You may think you're stuck at first, but all you really need to do right now, is capture 5 Boos. You can do one better though. How about going back, and getting all the Boos from the rooms you've already been to? Once you have at least five Boos, E.Gadd will tell you to go to the Washroom -- You can start by heading to the Main Hall.

BOOS

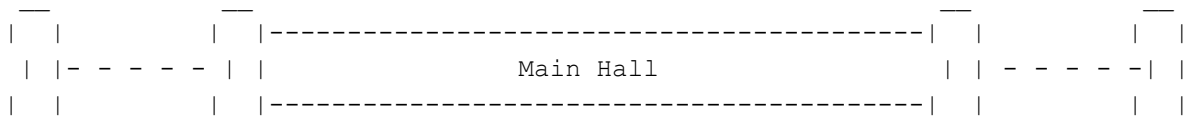
BamBoo	30 HP	(Parlor)
Bootha	50 HP	(Anteroom)
GameBoo Advance	30 HP	(Wardrobe Room)
TaBoo	50 Hp	(Study)
Boolicious	50 HP	(Master Bedroom)
Turboo	50 HP	(Nursery)
Boo La La	60 HP	(Ballroom)
GameBoo	50 HP	(Storage Room)



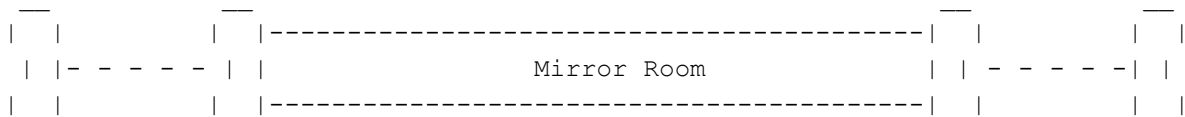
Once again, head to your right, and then go down the corridor, and to the left. Be careful though, as there are still bats, and ceiling ghosts lurking in the halls. As you turn the corner, at the end of the corridor, you'll see a floating candle -- And should you look at it with your Gameboy Horror, a Gallery Ghost. Don't worry about that yet, you'll get him later. For now, keep heading to the left, and enter the newly unlocked room next to the Bathroom, the Washroom.



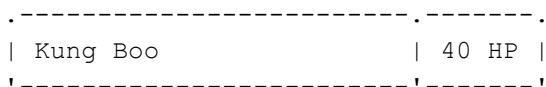
After entering the room, knock on the sink, to get a heart, then talk to the crying Toad. He'll mention dropping something in the toilet, but just tell him not to worry about it. The lights will then go on. Check the toilet, and a key will immediately fly out and onto the floor. Open the medicine cabinet with your Poltergeist 3000 for another heart, then leave the Washroom.



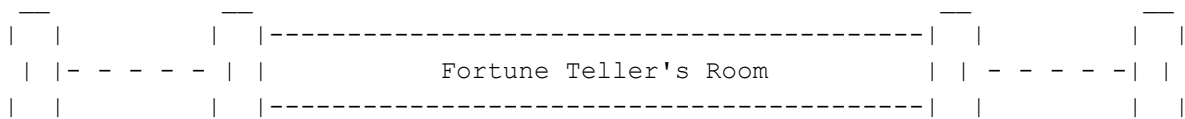
Make your way back through the hall, to the southern corridor, near the entrance to the Foyer. Then, take a right, and head through the door against the southern wall. You'll enter the Fortune-Teller's Room. Don't stay there though, there's not much you can do there, at the moment. So, just head through it, and go through the door on the right, which leads to the Mirror Room.



BOO

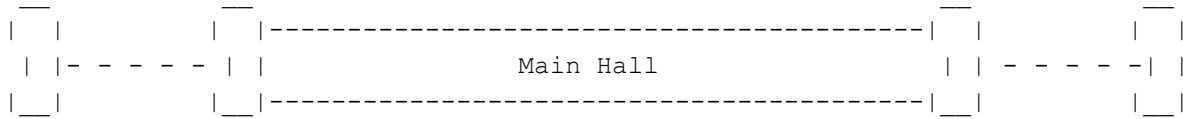


As soon as you enter this room, the door will shut and lock behind you. You will then be attacked by several rounds of ghosts -- The tricky part, is that you can't directly see them. You can, however, see their reflections, so use that to your advantage, as you try to catch them. When you clear the room of ghosts, a treasure chest will appear. Open it, to gain the Fire Element Medal -- Now you can shoot fire from your Poltergeist 3000! E. Gadd will call to explain how to use this feature. The door is still locked though. So, first, look around and capture Kung Boo, then load some fire from the nearby torch, and light the six candles of the room. The door will open, so head left, back into the Fortune Teller's room.

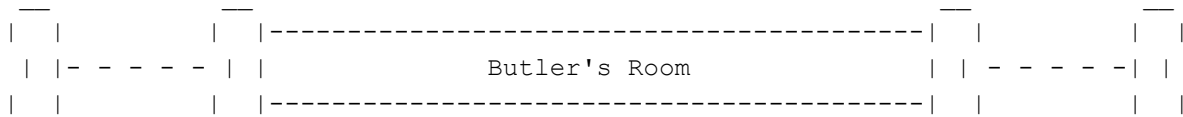


First of all, yes, there is a Fortune Teller in the room, and she is a Gallery Ghost. However, it's too early in the game for you to be able to

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

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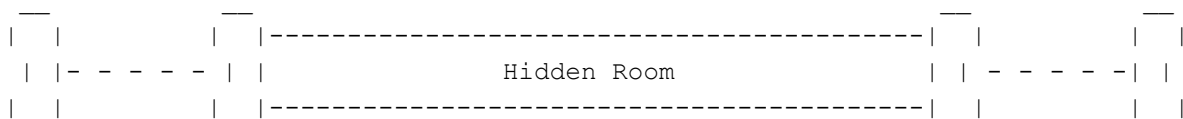
  .----- .
  | Peeka Boo           | 40 HP |
  '-----'
  
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GALLERY GHOST (Quote: Credited to CWall)

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  .----- .
  | 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 Peekabo, 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

the Bats on the ceiling with your Poltergeist 3000. Then, shake the chandeliere for some money. Then, open all of the chests. Two contain piles of money, but the rest contain ghosts -- Of a new type, no less. These ghosts have frozen hearts, and you'll have to burn them, to unthaw it, before you can suck them up with the Poltergeist 3000. When they're all gone, the lights will go on, and a green chest will form. Open it, for an extremely large amount of money; Including 3 expensive gems. Hunt down GumBoo after that, then leave by taking another picture of the Mouse Hole. Leave the Butler's Room too, so that you are in the Laundry Room.

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  | | - - - - - | |           Laundry Room | | - - - - - | |
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BOO

```

.-----'.-----'.
| Boogie           | 40 HP |
'-----'-----'

```

First of all, be careful not to touch the door on the top wall, it's fake. Clear the room of ghosts, which should be easy as there's no new types here. After they're cleared, the lights will go on, and a green treasure chest will appear. Open it, to get a bunch of cash, and a gold brick. Check the washing machine next, and you'll find "Mario's Hat" one of the items you can give to the Fortune Teller! Knock on the cupboard for some more money, then hunt down Boogie, and you're done with this room. You can now either turn in Mario's Hat to the Fortune Teller, or proceed to your next goal (Which is the Conservatory.) You'll be back at the Fortune Teller's Room later, when you have Mario's other four items, so just head to the Conservatory for now. The entrance is on the north side of the Main Hall, near where Shivers was walking with the candle.

```

  | | | | | | |-----| | | | | |
  | | - - - - - | |           Conservatory | | - - - - - | |
  | | | | | | |-----| | | | | |

```

BOO

```

.-----'.-----'.
| Boomeo           | 40 HP |
'-----'-----'

```

If you need any health, check the cabinet in the corner, and shake the light with your Poltergeist 3000. That being said, your goal, should be to interact with all instruments you see, save for the Piano. All of them will begin playing the classic Super Mario Brothers theme. When they're all playing, Melody, who is sitting at the piano will make herself visible to you. She will then play a piece of music for you, which is also from the classic Mario Brothers game, and ask you a question about it. If you get the question wrong, you'll have to leave the room and try again.

GALLERY GHOST

```

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

```

After she's defeated, the light will turn on, and a green chest will form. Open it to get another key, then take a moment to hunt down Boomeo, who is somewhere in the room. When you've caught him, you're done with this room, and you can leave. You're next destination is the Dining Room, and you can reach it, by walking heading to the door opposite the door to the Ball Room, from the Main Hallway.

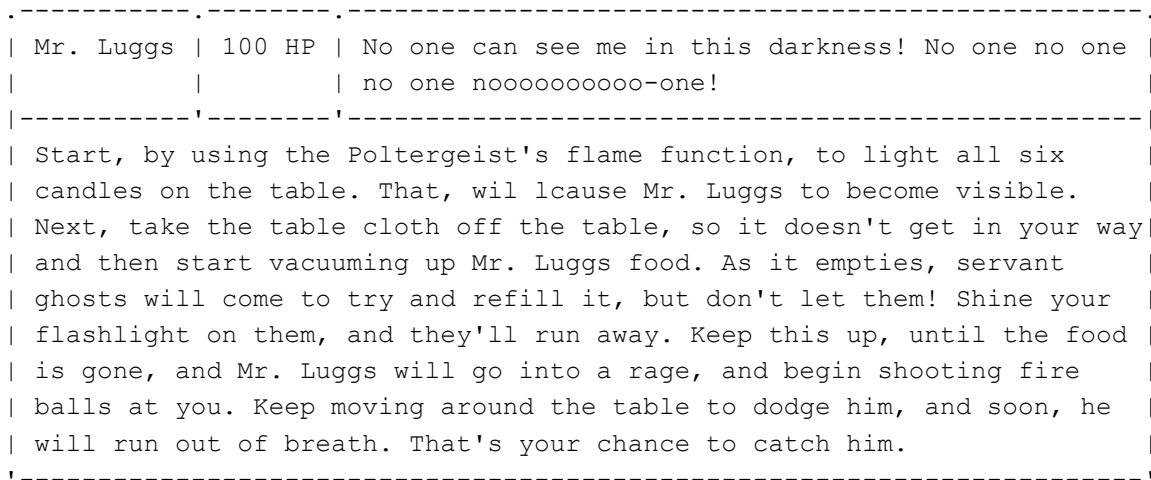


BOO

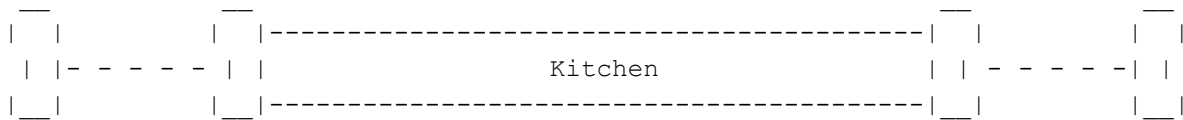


After entering the room, you'll notice a rather large ghost eating some food, at the table. You'll get to him in a minute. First, vacuum up all the banana peels off the floor, to make things easier for you. Then, check the china cabinet on the left side of the room, to find a ghost. After you suck it up with the Poltergeist 3000, lots of money will fall onto the floor -- Even, a valuable gem will appear. Reload your fire with the nearby torches as well. Now, you'll be ready to take down Mr. Luggs.

GALLERY GHOST



After Mr. Luggs is out, the lights will turn on, and a green chest will appear on the right side of the table. Open it, for a large amount of money, including a gold brick, and an extremely valuable crystal. Do a little hunting to find Boodacious, then head to the left, into the Kitchen.



BOO



After entering the kitchen, head to the left, and vacuum up all the pots and pans that will fly through the air at you. When all the pots and pans are gone, use your Poltergeist 3000 to open the fridge door -- Don't open it by hand, or you'll get hurt. An Ice Ghost will come out of the dridge, when the door is opened, so take it out with some fire. When it's

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.

```

  | | | | | | |-----| | | | | | |
  | | - - - - | | | | | | | | | | | |
  | | | | | | |-----| | | | | |

```

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. |

```

```
| 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. |
'-----'
```

After you finish off Bogmire, you'll be brought back to the Boneyard, where you'll find another large golden chest. Open it, and you'll find another key -- This time a green one. You'll then, again, be called by E. Gadd, who will bring you back to the lab to make more pictures from the ghosts. And that, signifies the end of Area 2!

```
***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|
עעע עעעעע עעע עעעע עעע עעעע עעע עעע עעעע עעע עעעע עעע עעע עעע עעע
Area 3
```

```
***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|~+~|***|
עעע עעעעע עעע עעעע עעע עעעע עעע עעע עעעע עעע עעעע עעע עעע עעע עעע
```

```
 | | |-----| | | | |
 | | - - - - | | Main Hall | | - - - - | |
 | | |-----| | |
```

Well, you are back here, just as you have been for quite a few times. Now that you have the green key, you will be able to enter the third area. So, that door that you wish you could pass for so long can finally be opened. Just use the key when you get up to the door, and walk on through.

```
 | | |-----| | | | |
 | | - - - - | | Courtyard | | - - - - | |
 | | |-----| | |
```

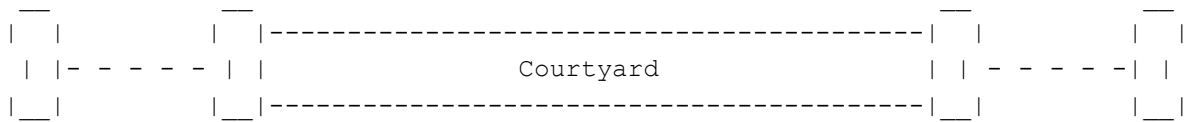
Finally a weird area of the game. No more of that boring house stuff. Head to the right, and notice the large purple ghosts that come from above. If you are really scared of the dark, simply suck them up (it will only take a second since they have 0 HP). Once you get each of the ghosts in your vacuum, you can see a bit better, as all the lights are turned on in the courtyard. Continue to the right and you will find a new treasure chest that has appeared for your ghost killing efforts. Lots of money! Grab as much as possible. Continue to the right and you will find a fountain. If you would like some water element, which would be highly recommended, grab a water element. Continue on to the right.

Yes, the water is good for something. Water all of the plants in this area! They are dieing! Be a good person. No, really, do it because then you can use the ladder to get down to the well area. We will need to get down here before we can move on. So, head down the ladder.

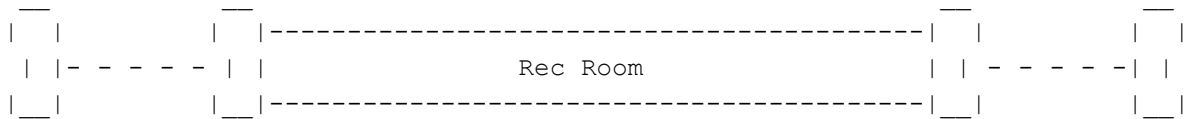
```
 | | |-----| | | | |
 | | - - - - | | Well | | - - - - | |
 | | |-----| | |
```

Just like Zelda before Luigi, you are in a nasty well. Except, this one is not very large. Just head to the right and you will find a slight crack in the rocks. EWW! A cutscene. Just watch it. Basically, Mario is stuck in a painting, and like the good man you are, you are going to save him. Also, the ghosts are behind this, especially King Boo, which you see in the cutscene as well. Ok, head back, and suck up the ghost. This is really important. This ghost will drop a key for you to use! It opens the Rec room, which you will be entering

soon enough. Head back up the ladder unless you are weird and like being under ground.



Yes, back up in the cool place. Once again, move to the right. You will notice a nice looking wooden house. Bump into the birdfeeder to make it shake. Out will come Mario's Letter, which is the second of five secret items that are clues left behind by Mario. Now, continue on to the right side of this area. You will notice a brown house here. Vacuum it, but not too close. The door will actually smash you if you are too close. Out pops your favorite Toad. Save your game if you wish. Head on to the back of the right area of this room to get to the next area of the game.

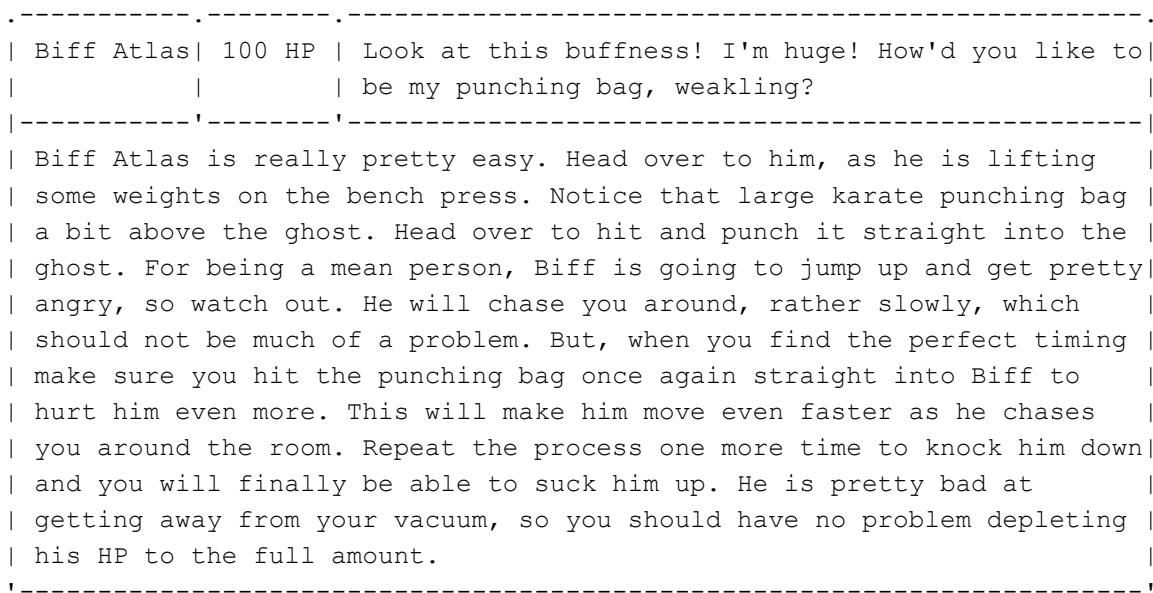


BOO

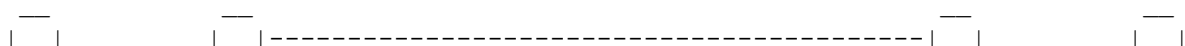


The lovely area that contains a nice Gym to work your muscles. Head over to the bicycle exerciser to obtain the BOO. Make sure you shake it first to trigger its appearance. Then, vacuum it up like there is not tomorrow. Now, let us get to the fun part. Notice the large guy lifting weights in the middle? That is the next gallery ghost that you have to catch, the first one in the third part of this game.

GALLERY GHOST



Well, you are not done with this room yet! I know, it is painful, but you are almost done. Collect all of the treasures in the awarded chest. See that nice treadmill that could shave a few pounds off Luigi? Well, you are actually going to use it. Go onto the treadmill, and a key will pop out! This key will allow you to unlock a very convenient shortcut from this area to the first area. Very, very helpful indeed. Now, we shall move on through the door towards your screen.



```

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

```

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.

```

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

```

```

.------.-----
| Mr. Boolangles          | 50 HP |
'------'-----'

```

One of my favorite rooms. There are several treats in here, so we will take it step by step. First thing is first, check all of the drawers throughout the rooms. Try to ignore the ghosts, but make sure you do not vacuum them just yet. You should be able to find a Red Gem, which is pretty rare, and worth a lot. Also, near the table you will find a piece of cheese. I was really suspicious when I first saw this, and if you examine it, you will be able to collect a Gold Mouse. Very good job! Now, you can suck up those pesky ghosts, which really should be a breeze compared to all of the experience you have had this far in the game.

Once you have sucked both ghosts up, head to the right and look for the small color pad that inverts the room upside down. You will notice a chest up here. Open this chest to obtain an Ice Elemental Medal. This will allow you to use the element, Ice, on enemies that require it. Collect some Ice Spirits and you are free to get the heck out of this room (not that you would ever want to). Anyway, head to the room right next to this one, which is the Bathroom.

```

  _         _         _         _
|_|         |_|-----|_|         |_|         |_|
| | - - - - | |           Bathroom           | | - - - - | |
|_|         |_|-----|_|         |_|         |_|

```

Welcome to the bathroom. You are going to be doing another Gallery Ghost battle, so get prepared. Maybe a game face would help. Anyway, let us move on with the strategy to defeating Miss Petunia.

GALLERY GHOST

```

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

```

After you defeat this ghost, you will be able to obtain the Key to the fun Billiard Room. However, this will not be a next destination. We have some side stuff to do first. Head to the door across the hall to get to the next area.

```

  _         _         _         _
|_|         |_|-----|_|         |_|         |_|
| | - - - - | |           Nana's Room           | | - - - - | |
|_|         |_|-----|_|         |_|         |_|

```

BOO

```

.------.-----
| LimBooger          | 100 HP|
'------'-----'

```

Of course, collect the BOO like normal. Head towards the right part of this

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


```

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

```

After you defeat Uncle Grimmly, you will be able to open a new chest that contains a key to the Breaker Room. Now we are finally getting somewhere. Let us move onto the Breaker Room. If you are lost, just look at your GBH to get a map of the area.

```

|_ |           |_ |-----'-----'-----'-----'-----|_ |           |_ |
| | - - - - - | |                   Breaker Room           | | - - - - - | |
|_|           |_|-----'-----'-----'-----'-----|_|           |_|

```

```

BOO
.-----'.-----'.
| Boo B. Hatch           | 200 HP|
|-----'-----'-----'-----'-----|

```

As you enter this lovely small room, you will notice the switch right in here. Just flip it using the action button and all of the lights in the mansion will suddenly be turned on! Finally, you can save your game, and catch all the Boos in the world! Meh, whatever, but make sure you get the Key in the treasure chest that leads to the Cellar. Continue on to the Cellar.

```

|_ |           |_ |-----'-----'-----'-----'-----|_ |           |_ |
| | - - - - - | |                   Cellar                   | | - - - - - | |
|_|           |_|-----'-----'-----'-----'-----|_|           |_|

```

```

BOO
.-----'.-----'.
| Booripedes           | 100 HP|
|-----'-----'-----'-----'-----|

```

The Cellar is always a fun room. Deep in the basement, you would really very much expect a bunch of piles of dust. Anyway, vacuum all of the dust in the area and you will be able to manage moving around much easier. Also, open the treasure chest near the door to get a Money Ghost, which can earn you a load of cash. Anyway, notice the two barrels in the room. Shake both of the barrels to reveal two ghosts. These guys are really easy, so do not worry. Just kill them as usual, by sucking them up. The lights will go on, and you will get a new key which leads to the Clockwork Room.

```

|_ |           |_ |-----'-----'-----'-----'-----|_ |           |_ |
| | - - - - - | |                   Clockwork Room           | | - - - - - | |
|_|           |_|-----'-----'-----'-----'-----|_|           |_|

```

```

BOO
.-----'.-----'.
| Boocaster           | 300 HP|
|-----'-----'-----'-----'-----|

```

This room is certainly one of a kind. Anyway, there is a Gallery Ghost, which is actually the only thing that is important in here. So, let me continue with

the same procedure.

GALLERY GHOST (Quote: Credited to CWall)

```

-----
| Clockwork      | 100 HP | Green: The valve... The valve... |
| Soldiers      | Each   | Blue: Squeak squeak |
|               |        | Pink: Heyyy, stooppp lookkkinnggg at mee! |
-----
| 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! |
-----

```

Head through the next door to get to the Roof!

```

_____|_____|-----|_____|_____|
| | - - - - | | Roof | | - - - - | |
|_____|_____|-----|_____|_____|

```

This is place is pretty easy, so do not worry. Basically, there are a load of shy guys, who look freaky, dancing around the fire in the middle of a roof. Ok...well, you are going to want to suck them into your vacuum. Knock off the masks on their faces, and then suck them up. Once all of them are destroyed, you can grab a fire element from the fire to get ready for the next batch of ghosts. Spray some fire on these guys, and you will have no problem vacuuming them up. Once that is all done, a chest will appear with a key to the Armory. Use your map to get to this area.

```

_____|_____|-----|_____|_____|
| | - - - - | | Armory | | - - - - | |
|_____|_____|-----|_____|_____|

```

BOO

```

-----
| Underboo           | 150 HP |
-----

```

This room is pretty freaking weird. There are a lot of knight armors in this room, so you are going to be doing a lot of searching. Carefully look at each of the knights. You will notice a lot of spiked balls on some of the knights. These knights should not be messed with. They will absolutely annihilate you, as they hammer down with their spiked ball. Check all of the knights who do not have spiked balls next to them, and kill the six total ghosts to turn the lights on. Also, you will find a key in the chest to the Pipe Room. Move on to the next area.

```

_____|_____|-----|_____|_____|
| | - - - - | | Ceramics Studio | | - - - - | |
|_____|_____|-----|_____|_____|

```

BOO

```

-----
| Tamboorine           | 200 HP |
-----

```

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, |
```

```

| 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!
|-----|

```

Grab the key to the next room, which will be very FUN!

```

| | |-----| | | | |
| | - - - - | | Artist's Studio | | - - - - | |
|_| | |-----|_| | |

```

BOO

```

|-----|-----|
| Boutique | 300 HP|
|-----|-----|

```

Enter this room, and get read for the coolest french boss in the game!

GALLERY GHOST (Quote: Credited to CWall)

```

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

```

Grab the key to the Secret Alter, and continue. Go through the door at the very end of the basement. You need 40 Boos, which should be in your stock if you have been following this guide. Ok, move on.

```

| | |-----| | | | |
| | - - - - | | Secret Alter | | - - - - | |
|_| | |-----|_| | |

```

Great place, with King Boo. Get the cash in the chests, and then move forward and get read to fight Boo. Of course, you will not fight him here, but on the roof, which will transported when you enter the painting. Good luck!

```

| | |-----| | | | |
| | - - - - | | Roof | | - - - - | |
|_| | |-----|_| | |

```

FINAL BOSS

```

|-----|-----|-----|-----|

```

```

| 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 noooooooooo-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 | 100 HP | Destiny chooses our paths...

Clairvoya

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: Heyyyyyy, 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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06 B O O L I S T [BOOLI]
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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)

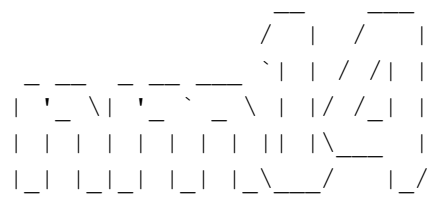
```
|-----|-----|
35 | Boutique          | 300 HP| (Artist's Room)
'-----'-----'
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%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
=====
07                          C R E D I T S                          [CREDS]
=====
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```

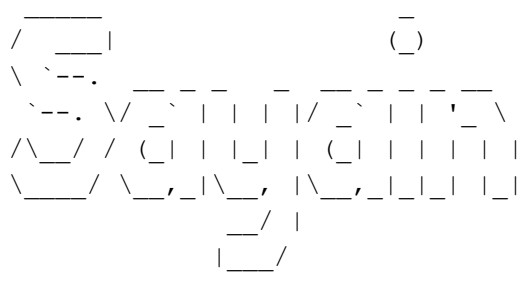
Thank you to the following people who have contributed to this guide:

- [1] SayainPrince
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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>