Luigi's Mansion Translation Guide

by Xombe   Updated to v1.1 on Sep 22, 2001

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LUIGI'S MANSION MENU TRANSLATION GUIDE
Ver 1.1  09/22/01


Version History

  1.0 released 09/21/01 First version with decent info; more needed
  1.1 released 09/22/01 Second version with most info, checked; only waiting
                        for external input before finalizing



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printed or electronic publications.


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   DESCRIPTION/DISCLAIMER:

   This guide includes a comprehensive detailing of menu translations,
functions, and navigations for Luigi's Mansion.  I have opted against a
literal translation (ie: word for word or etymological) in favor of listing
what would most likely appear in an English version of this game.  So please
don't go bickering with me about how 'sattei wo henkou' should be translated
as "set up/establish [your] changes" or such arguments.  My goal is to help
those who can't read Japanese navigate the menus, not to debate grammatical
and etymological differences between the two languages.

   Additions to this guide are quite welcome, and proper credit will of course
be given.  Contact:

 xombe@sta.att.ne.jp

   However, this is not a FAQ.  There is no information regarding hints,
gameplay, etc., nor do I have any plans to expand this guide to include such.
For further information, please consult the message boards.  I have been
posting there since launch day, and will only answer questions posted there.
I welcome any additional information or helpful suggestions, and any
criticism can be directed to the brick wall on my left.


   ADDITIONAL NOTE:  PLEASE DON'T EMAIL ME ASKING FOR GAMEPLAY INFORMATION.
As stated above, this is not a FAQ.  I have posted worlds of answers to the
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gameFAQs.com message boards, and will not repeat myself here. If you find
it easier to email me with questions rather than simply reading the boards,
I will find it equally easy to delete you email and filter your address.
Please just ask me on the boards..

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Contents:

 Sections

 1. Pre-title Screen
 2. Data Select Screen
 3. Options
 4. Pause Screen
 5. Save Screen
 6. Miscellany

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1. Pre-title Screen (if using component or D-terminal cables)

  If you are able to take advantage of the fantastic progressive scan mode,
you will be prompted to do so before you see the full title screen containing
the words, "Press Start." You can force the prompt to appear by holding the
B Button during a cold boot, but not during a soft reset. The text appears
asking if you wish to activate progressive scan mode, with two choices
available below.

    [Yes]   [No]

  For your additional reference, 'Yes' is written with two characters, and
'No' is written with three. If you choose yes, the game will kick in to
progressive scan mode, and widen to a 16:9 aspect ratio (if you have the
hardware, I have yet to play on a 4:3 set, and I don't know if a component-
ready 4:3 TV would run in letterboxed mode).

  Following that, the true title screen is displayed. If you can't figure
out what to do upon seeing the 'Press Start' prompt, stop reading this
right now.

2. Data Select Screen

  You now see the Data Select Screen, with 3 portraits showing available
game data slots, a fourth portrait of Doctor (as in PhD) Oya-maa,
and in English, "Welcome to our mansion..."

  The data select portraits are labeled Data 1, Data 2 and Data 3.

  The good Doctor's portrait is labeled "Options."

  Above the English text reads, "Which game [data] will you play?"

  At the bottom of the screen is:

                              [Y Button - Copy]   [X Button - Erase]

Portrait selection is done with the stick; press the A Button to confirm.

3. Options Screen

   You are greeted by Dr. Oya-maa and a host of option choices. The text
atop the screen states how to change your options, naturally. If you've ever
navigated a menu screen in your life, you'll do just fine here. Up and down
on the stick highlights an option to be changed, while left and right then
toggle that option on or off, or adjust levels, etc.

   The layout of the screen, with options and their available choices is:

      [Sound] --- [Stereo, Monaural, Surround]
      [Vibration] --- [On, Off]
      [Control] --- [Lateral Walking, Standard]
         [Brightness Check]

            [OK/Confirm]

   Now for a bit of explanation.

   * The sound option is self explanatory, and the choices "run" from left to
right, surround being the leftmost option. 'Surround' is written with five
characters, while 'Monaural' and 'Stereo' are written with four each. Bear
in mind that it's Dolby Prologic surround, not Digital.

   * Vibration is also self explanatory, and can be tested easily enough by
playing the game to see if it's kicking in. Also, while both 'On' and 'Off'
are written with two characters, the 2nd character in the compound for 'On'
is made up of two independent strokes (lines), while 'Off' is a continuous,
although bent single line.

   * The control schemes (or more accurately manipulation schemes) refer to
control of the flashlight relative to Luigi's facing direction. These
scheme thus apply only while in dark rooms, when actively using the
flashlight.

   Simply put, the 'Lateral Walking' control scheme means that while the
flashlight is in use, the analog stick controls Luigi's movement in a
lateral fashion, meaning that pressing will move him deeper into the screen,
while the direction his body is facing does not change. He sidesteps and
moonwalks, more or less. The C stick, therefore, controls the direction
Luigi's body and the flashlight beam is facing.

   The 'Standard' scheme means you can control the movement of Luigi's
body and the flashlight's beam direction in different directions at the
same time (ie: You can be walking forwards while shining the beam in an
entirely different direction than your course of movement). In other
words, the analog stick's control of Luigi's movement is absolute.
Pressing left will turn his body in that direction, and then send him
walking on that course. At the same time, the C stick controls where he
shines his flashlight, regardless of where is body is bound for.

   The 'Lateral Walking' scheme is easier to learn from the start, as
overall control of movement and flashlight are simplified. But, 'Standard'
allows for much more precise control of Luigi's actions, although slightly
harder to master. Personally, I find the 'Lateral' scheme a waste of time,
especially when trying to capture 'Boos.'

The 'Lateral Walking' scheme is written with three characters (two complex and one simple), while the 'Standard' scheme is only two (complex) characters.

   * If you select 'Brightness Check,' a screen will be displayed showing a field containing ghosts on two sides of a dividing line. Set your TV so that only the ghosts on the left-hand side are visible. You cannot alter the brightness level of the game itself; this is only to allow you to tune your TV according to a given reference.

   * When all is as you like it, select 'OK' to confirm your choices and return to the data select screen.

4. Pause Screen

   When start is pressed during normal gameplay, the Pause Screen is displayed. In the middle, framed by two ghosts, are the options for 'Continue' and 'Quit.' Select 'Continue' on the top to return to gameplay, or 'Quit' on the bottom to return to the Title Screen. You will be prompted further 'Yes' or 'No' upon choosing 'Quit' before actually quitting out. 'Yes' is written with two characters, 'No' is written with three.

   Also, on the extreme left and right sides of the screen are the choices for changing your Control scheme on-the-fly. 'Standard' is on the left, while 'Lateral Walking' is on the right.

5. Save Screen

   No surprises here. Two options, 'Save Game' and 'Quit (exit/return).' 'Save Game' is the upper choice. If you choose this, the game will save with no additional prompting, only displaying a 'Gave Saving Finished' message upon completion. Press the any button to continue playing.

   'Quit' doesn't mean quit the game, merely to abort the saving operation. You will return to normal gameplay.

6. Miscellaneous Information

   You can soft reset Luigi's Mansion by holding the B and X Buttons and pressing start for about two seconds.

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That's all. Enjoy the game!!

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