

# Luigi's Mansion Money Guide

by gamemaster79

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Luigi's Mansion

GameCube

Money Guide

By gamemaster79

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#Chapter 1###

#Introduction#

#####

1.1 Welcome ID#1.1

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Hello, from gamemaster79! Welcome to my money FAQ for Luigi's mansion! I made

this FAQ because of all the money lurking around in Luigi's Mansion! It's

nice  
to see an FAQ based entirely upon money! Anyways, hope you find this FAQ  
useful  
or interesting in any way!

/\\//\\//\\//\\/\

1.2 Purpose ID#1.2

/\\//\\//\\//\\/\

The purpose of this FAQ... hmm... it's called "Money FAQ". It's got to be  
about  
the money in Luigi's Mansion! Yeah! Glad this part's over.

/\\//\\//\\//\\//\\/\

1.3 Contact Me ID#1.3

/\\//\\//\\//\\//\\/\

Well some of you might want to email me. If so then here's my stuff you need  
to know to contact me:

Email --- gamemaster79@hotmail.com

If you email me then make sure the topic says "Luigi's Mansion FAQ". If it  
doesn't then I will throw it away. DO NOT SPAM ME! Also /DO NOT\ send me  
anything pornographic, abusing, swear words or anything else that relates to  
bad nature. Things you should contact me about are any money ghost or golden  
mice locations, mansion ranks (descriptions and cost), questions (duh!),  
heavy money rooms or if you want to put this FAQ on your website.

/\\//\\//\\//\\//\\//\\/\

1.4 Version History ID#1.4

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Version 1

This version includes just about every source of money I can think of.  
It is the first complete version of this FAQ. What you see while reading  
this  
first note is the very original stuff. 'Nuff said.

Version 1.5

Added the "find" ID numbers to each section.

Version 2

Went throught the entire FAQ and added info I didn't have before. I also  
made  
this FAQ easier to read.

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#Chapter 2#####

#About the Money#

#####

2.1 A Talk About Cash ID#2.1

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If we all know Luigi's Mansion then we'll all know about the many moneys  
hidden  
in the game. The money appears as a coin, bill, gold bar, pearl or jewel. Of  
course, each thing has a different value, making each thing rarer than the  
other. "But what's the point of the money?" I can you here asking already.  
Well, the money is actually more of a side quest. You don't need money to  
beat  
the game (although it's pretty hard to beat the game without a cent on  
hand!)

The money just determines what your end-of-game mansion looks like (explained later.) So you don't need money, but I like to collect it!

Money	Value
<hr/>	
Coin	5000 G
Bill	20,000 G
Gold Bar	100,000 G
Small Pearl	50,000 G
Medium Pearl	100,000 G
Large Pearl	1,000,000 G
Green Jewel	800,000 G
Red Jewel	1,000,000 G
Grey Jewel	2,000,000 G
King Boo's Crown*	5,000 G
Gold Jewel	20,000,000

\*Obviously, there is only one "King Boo's Crown."

/\//\//\//\//\//\//\//  
2.3 Plants ID#2.3  
(a) (b) (c) (d) (e)

Plants are actually one of the greatest sources of money in this game. Why? There are several plants in the game and each one gives you money ounce you water it using water element. The richest plant in the game is outside in the

area where you fight Spooky. Just remember to water ALL of the plants if you're looking for a rank A mansion.

/\//\//\//\//\//  
There are certain ghosts in the game that prove themselves valuable. Not  
.

just  
any ghost, no! Money ghosts! These suckers will load you with cash when  
caught,  
so remember to grab them before you finish a room. Also ghosts include Boos.  
Why Boos? Well, when you catch every Boo something great happens! Also

**Gallery**  
Ghosts. This includes any Gallery Ghost that isn't required to beat the game, or a Gallery Ghost that gives you money when you beat it. No ghost can go through walls, other than Boos.

/\ /\ \ /\ \ /  
2.5 Mice ID#2.5

/\/\/\//\ Mice are like Money Ghost: catch 'em and get lots 'o money. They are somewhat easier to catch because they don't need to be stunned and they get sucked in instantly. However, they are faster than money ghosts and you might see them coming but can't react fast enough.

Everything else includes any other way to earn loot that doesn't have to do with the ways listed above. These include blowing on drawers, dressers, vases, chandeliers, fans, etc. It also includes the treasure rooms and mansion types and one more thing: money that's just sitting there on the ground.

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#Chapter 3#

#Plants###

#####

3.1 Locations

ID#3.1

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Plants are in several locations. This checklist will help make sure you get all

of the plants in the game. You need to water them with water element, too!

1. [] Boneyard (you get a gold jewel from this!)
2. [] Master Bedroom
3. [] Balcony
4. [] Balcony that Toad is on (outside Wardrobe Room)
5. [] Sitting Room
6. [] Courtyard
7. [] Guest Room

Note: Remember to water the flower in the boneyard once for every area except  
area 1, otherwise it will wilt.

/\//\//\//\//\//\//\

3.2 Work 'Em

ID#3.2

/\//\//\//\//\//\

How to care for your plants.

REQUIREMENTS

-Water Element

-Chauncy Defeated (up to area 2)

Plants are probably the easiest, yet one of the greatest, ways of earning money. The plants, we all know, are located all around the mansion. Even E. Gadd tells you to water plants. He says you should go around the mansion watering the plants! The best way to water them (particularly on the balcony)

is to aim your vacuum down and LIGHTLY press the L button. You want to lightly

press it because this will make less water come out. You only need to water the plant until the pot starts shaking. A number of plants in the game give you

jewels, so once again, WATER THE PLANTS!!!

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#Chapter 4#

#Ghosts###

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4.1 Boos

ID#4.1

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Boos don't really give much money. They actually don't give you any! That is,

when caught alone. If you catch all fifty Boos then the 50th Boo will give you

a Golden Jewel. Now you see why it's worthwhile catching the Boos!

## 4.2 Money Ghost Locations

/VVVVVVVVVVVVVVVVVV

Money ghosts are obviously put into the game for money! Well, catching them is

actually more difficult than it seems. The second these ghosts appear they scare Luigi and then start ZOOMING across the room. They don't leave the room,

but they keep running into the wall they're going to. These ghosts are fast and

they avoid you. Keep your flashlight OFF!!! You don't want to accidentally shine the light on them and then have them disappear forever! Try to get really

close, shine and vacuum! You must also remember to find the ghost before you clear the room or the ghost will be gone forever. Here's the money ghost checklist! (the first word is the room, the second is the piece of furniture)

1. [] Wardrobe Room; right wardrobe
  2. [] Study; desk
  3. [] Dining Room; right cupboard
  4. [] The Twins' Room; bed
  5. [] Sealed Room; bottom right treasure chest
  6. [] Cellar; first box when you enter through the northern door
  7. [] Breaker Room; table (before blackout)
  8. [] Kitchen; oven
  9. [] Billiards Room; right chair
  10. [] Rec Room; exercise machine
  11. [] Nana's Room; rightmost chair
  12. [] Conservatory; piano bench (during blackout)
  13. [] Nursery; Chauncey's crib (during blackout)
  14. [] Hidden Room; rightmost chair (during blackout)
  15. [] Storage Room; chair near entrance

1. When you enter the wardrobe from the east entrance, you see a blue wardrobe.

Shake it to open it, revealing the ghost.

2. When you enter the study you should see a desk with money on it. Shake the

desk to find the ghost.

3. The dining room that Mr. Luggs is in. On the far left is a cupboard.

Shake

it to find the ghost.

4. In the twins' room climb up the bed. This should reveal the ghost.

5. In the sealed room (explained later) there are several treasure chests.

## Open

the one that is on the lower part of the room, located at the right. The ghost

will appear.

6. Shake the first box when enter through the northern door.

I'm probably missing some. Email me if I'm missing any ghosts.

The best way to catch the money ghosts is to be facing the object the ghost is in, making sure the flashlight is covering the whole thing, or the center of it. If so, then shake the item and then the flashlight should hit the ghost if

it's in the right position. Once you see the ghost stunned SUCK! Oh, and also,  
money ghost have 10 health and they are small and blue.

### 4.3 Gallery Ghosts

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There are a few gallery ghosts in the game that aren't required to beat the game, but give you money if you capture them (money in chests, anyways!) The checklist will tell you the name of the ghost and location (refer to other FAQs

on how to beat them, but I'll gladly tell you how if you email me).

1. [] Mr. Luggs; Dining Room, first floor
  2. [] Slim Bankshot; Billiards Room, second floor
  3. [] Biff Atlas; Rec Room, first floor
  4. [] Sue Pea; Guest Room, second floor
  5. [] Jarvis; Ceramics Studio, third floor

1. The glutton, the guy that just keeps on eating
  2. The guy playing pool all by himself, right before the projection room
  3. This guy is in the room that you enter from the east door in the courtyard
  4. Grab the key in the sealed room and head to the guest room
  5. The room next to the armory, he lives in a jar!

Gallery Ghosts to me have got to be the easiest ghosts (Boos are easy, but frustrating) in the game to catch. An easy source of money. The only person listed above that's actually hidden is Sue Pea, but I'll explain getting to her

later. Also, every gallery ghost except Chauncy, Bogmire, Boolossus and King Boo drop pearls when being sucked in.

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## #Chapter 5#

#Mice#####

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## 5.1 Locations

The mon

ghosts,  
you have to find the mouse before you clear the room. Since gold mice only

appear in hallways, you have to find them before you clear the AREA. There are random appearing mice and non-random appearing mice, which will be explained.

more in-depth later on.

## 1. [1] Study: beh

- 2. [] Fortune-teller's Room; behind her chair
  - 3. [] Dining Room; underneath a chair
  - 4. [] Safari Room; behind a chair
  - 5. [] Tea Room; back of the room

`~+=Random+=~`

1. [] First Floor Hallway
  2. [] Second Floor Hallway
  3. [] Tea Room
  4. [] Kitchen

5. [ ] Sealed Room

/ \ / \ / \ / \ / \ /

## 5.2 Get 'Em

source  
of money! Not all money mice have jewels or even dollars, some of them only spout out coins when sucked up. To catch the mice, as I've said before, you need to suck 'em up like any other ghost, no stunning required and also I've told you that a chime plays when a gold mouse appears. The non-random mice will

appear when you use your GameBoy Horror on some cheese located in that room. After the cheese inspection, hurry up and suck in that mouse! The non-random mice can appear at any time in that room BEFORE you clear the room. If you clear the room before capturing a non-random mouse, then you can go back to capture one during the power outage after the fight against Boolusses.

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#Chapter 6#####

## #Everything Else#

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## 6.1 Vases and Stuff

ID# 6.1

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Vases are located mainly in the first floor/second floor hallways. They will usually give you a few coins or a gold bar, just depends which one it is. By "stuff" I mean anything that doesn't fit in the following sections. "Stuff" includes trophies, plates, tables, chair, etc. Pretty much any other piece of

furniture. You usually won't find a lot of treasure in the furniture; most of

the furniture doesn't even have treasure in it. The following list will tell you some heavy money rooms.

1. [ ] Secret Alter
  2. [ ] Armory
  3. [ ] Ceramics Studio

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## 6.2 Layin' Around

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Just like furniture, there is very little treasure just lying around. In fact,

I believe there is only money just sitting there on the ground in area 1.  
This treasure is located in the following:

1. [] Room where you first meet E. Gadd
  2. [] Second floor, foyer
  3. [] Hallway leading to nursery, study, twins' room and master bedroom  
  1. This is the very first room you go into in the game (after the foyer anyways)
  2. On the top area of the foyer there is a few coins lying there
  3. This is the first hallway you go into in the entire game

That would conclude the layin' around!

/VVVVVVVVVVVVVVVV

### 6.3 Shelves and Drawers

ID# 6.3

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Shelves don't play a great role, but most likely they'll have some sort of item

that you can suck on to get money. Some even have a cupboard or drawer. Now drawers, they have a much bigger role. Drawers in this instance include not only drawers, but also cupboards, wardrobe, closets and anything else that can

open up. Drawers will usually always have money or a heart.

/\/\/\/\/\/\/\/\/\/\/\/\/

6.4 Fans and Chandeliers

ID#6.4

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EVERY fan in the game has money. There are only two fans I know of.

1. [] Master Bedroom

2. [] Billiards Room

Obviously fans are located on the ceiling. It may seem that they don't have that much money or no money at all, but these things will spurt out a good amount of dollars (no coins, no jewels, just dollars.) To get money from a fan

blow air with your vacuum into it until the money comes out. It may take a bit

of time, but it will come out, trust me. Not all chandeliers, on the other hand, have money in them. Only a few. Just suck each one to get cash. So far there is only one I can think of off the top of my head.

1. [] Foyer

/\/\/\/\/\/\/\/\/\/\/

6.5 Treasure Rooms

ID#6.5

/\/\/\/\/\/\/\/\/\/\/

There are two treasure rooms in the game.

1. [] Hidden Room

2. [] Sealed Room

1. To get to the hidden room, first head to the butler's room. Go to the top right corner and look into your Gameboy Horror. Look around at the bottom of the wall for a mouse hole. Search the mouse hole to gain access to the hidden

room. This room is required to clear to capture all Boos; a Boo is located in

here. Also, go in here with Fire Element, there are Ice Element ghosts.

2. To get into the sealed room head to the roof. Go to the right chimney and climb up the ladder. Now jump into the chimney! The sealed room has a couple steps creating a bottom area and a top area. On the top area, the center chest

will reveal about 5 ghosts when opened. The bottom right chest on the lower area has a money ghost. To get out of the sealed room suck up the sheet on the

wall and check the mirror with your Gameboy Horror. Keep in mind that when you

clear this room you get a key leading to the sitting room, which will then lead

you to the guest room where you can catch Sue Pea.

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6.6 Mansions

ID#6.6

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When you capture King Boo and beat the game your money is totaled up and you get a mansion (too bad you can't play the game in it.) The mansion differs in size and you get a grade to tell you what rank that mansion is. Now, to get a bigger mansion you have to get more money, and doing this means catching about every golden mouse, money ghost, watering all the plants, discovering the treasure rooms and catching all the Boos and Gallery Ghosts. In the list below the first word and letter represent the rank, the second word(s) describe the mansion and the numbers are how much money is required to get this mansion.

Rank	Looks	Cost
<hr/>		
Rank H	tent	5,000,000 or less
Rank G	outhouse	5,000,001 - 20,000,000
Rank F	small house	20,000,001 - 40,000,000
Rank E	medium house	40,000,001 - 50,000,000
Rank D	large house	50,000,001 - 60,000,000
Rank C	very larg house	60,000,001 - 70,000,000
Rank B	small mansion	70,000,001 - 100,000,000
Rank A	giant mansion	100,000,001 or more

For mansions B-G, the message that appears will say "Welcome to Luigi's NEW Mansion!". For mansion A the message will say "Congratulations! Your mission is complete." For rank H, the message says "The mansion disappeared with no trace."

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## 6.7 Money Checklist

ID#6.7

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## PLANTS

1. [] Boneyard (you get a gold jewel from this!)
  2. [] Master Bedroom
  3. [] Balcony
  4. [] Balcony that Toad is on (outside Wardrobe Room)
  5. [] Sitting Room
  6. [] Courtyard
  7. [] Guest Room

MONEY GHOSTS

1. [] Wardrobe Room; right wardrobe
  2. [] Study; desk
  3. [] Dining Room; right cupboard
  4. [] The Twins' Room; bed
  5. [] Sealed Room; bottom right treasure chest
  6. [] Cellar; first box when you enter through the northern door
  7. [] Breaker Room; table (before blackout)
  8. [] Kitchen; oven
  9. [] Billiards Room; right chair
  10. [] Rec Room; exercise machine
  11. [] Nana's Room; rightmost chair
  12. [] Conservatory; piano bench (during blackout)
  13. [] Nursery; Chauncey's crib (during blackout)
  14. [] Hidden Room; rightmost chair (during blkout)
  15. [] Storage Room; chair near entrance



/\\ /\\ /\\ /\\ /\\

## 7.5 My FAQs

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ID#7.5

This section tells all the FAQs I've typed up.

Game Name	System	FAQ Name	Status
Animal Crossing	GameCube	House and Theme FAQ	In Progress
Mario Party 4	GameCube	FAQ/Guide	In Progress
Pharaoh	PC/Macintosh	Building List	In Progress
Spy Fox in Dry Cereal	PC/Macintosh	FAQ/Walkthrough	Complete
Super Mario World	SNES/GBA	Secret Exits Guide	Complete
Super Smash Bros. Melee	GameCube	Adventure Mode FAQ	Complete
Ultim. Ride Coaster DX	PC/Macintosh	FAQ/Guide	Complete
Luigi's Mansion	GameCube	Money Guide	Complete
Mario Kart: Double Dash	GameCube	Item & Shortcut Guide	Complete
Final Fantasy IX	Playstation	Areas Guide	Complete

#And so this FAQ is over! #####

\*\*\*\*\*Hope you enjoyed!!!!!!\*\*\*\*\*

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