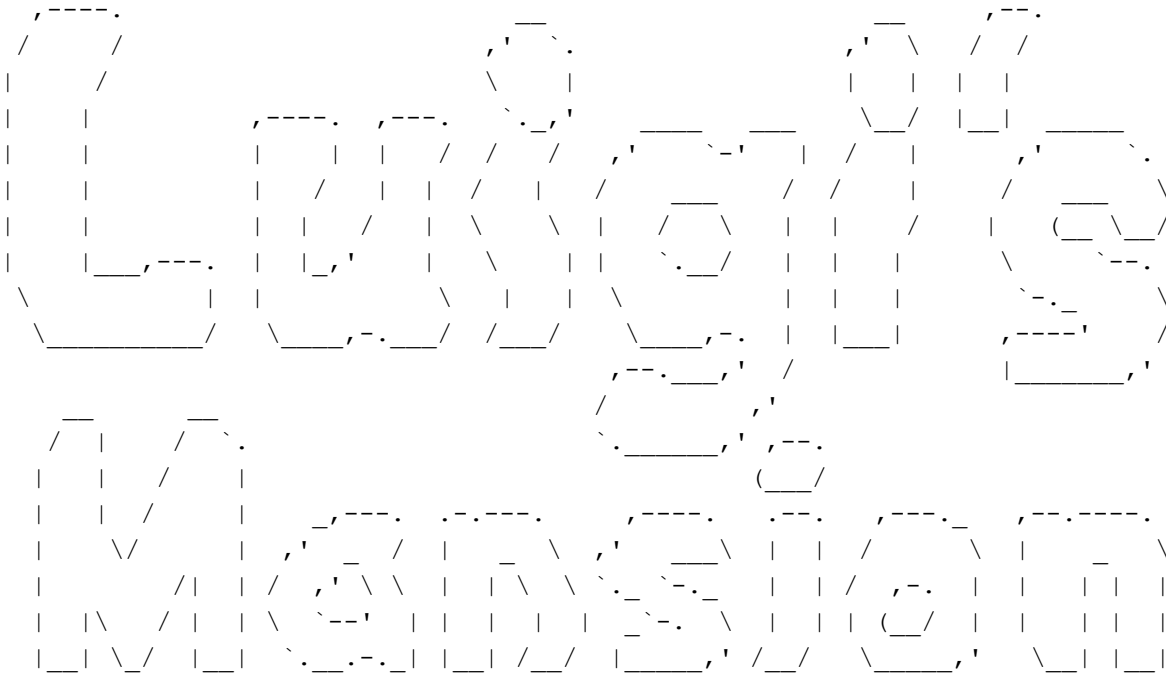


Luigi's Mansion FAQ/Walkthrough

by TrulyDexterous

Updated to v1.4 on Nov 23, 2008



|
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Press enter twice to be taken there.

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|~1~ REVISION HISTORY [RVHI]|  
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.....  
| VERSION 1.0 |  
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The guide is finished. Everything than needs to be included is in. Everything that I deem to be irrelevant is out. I have achieved what I set out to do. I don't think there will be any updates to this, but you never know. File size is around 133kb.

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.....  
| VERSION 1.1 (08/03/08) |  
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Call me a liar, here's an update! I have added to the introduction and the plant locations. The Golden Mouse and Cash Ghost Locations have been re-formatted. The GameBoy Horror chapter has had a tiny update. The file size is roughly 138kb.

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| VERSION 1.2 (09/03/08) |  
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A pretty short time between these updates. I have been through the entire FAQ and added some extra bits of info. I'm petty like that. I really want this guide to be A1, as I'm very proud of it. That's about all. File size is around 139kb, a whole 1kb update. All the chapters that need to be included are in and very much complete. I suppose there is the possibility of some Frequently Asked Questions but this is an old game and I'm not expecting a ton of emails about it. The board is still relatively active though, so I'll keep an eye out.

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| VERSION 1.3 (17/05/08) |  
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Updated the contact information section.

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| VERSION 1.4 (23/11/08) |  
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Changed the description of how to find the twins in the Twin's Room. Thanks to Mike for contributing this.

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|~2~                    LEGAL NOTICE                    [LGNO]|  
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This guide can only be viewed on the following sites-

GameFAQs - <http://www.gamefaqs.com>
GameSpot - <http://www.gamespot.com>
IGN - <http://www.ign.com>
NEOSEEKER - <https://www.neoseeker.com>
SUPERCHEATS - <http://www.supercheats.com>

These are the only sites that I trust and that keep my guide updated. For this reason I won't allow my guides on other sites. Please don't email to ask.

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|~3~                    INTRODUCTION                    [INTN]|  
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Hello and welcome to my Luigi's Mansion guide. Your not-so favourite author is back. It's been a while since I have written a guide, which always seems to be the way. Usually I don't have time to write a guide and I planned not to write any more. But now I've caught the bug again stand by for a mini avalanche. I love writing guides, so I'm going to keep at it as long as I can. Thanks to all my readers out there, your emails have been great.

What is Luigi's Mansion then? Well, it is the first game the Luigi has starred in. All on his very lonesome. At the time of release I believe this was seen as a very significant thing. Luigi hasn't been granted his own game since this so this may well be only one. Poor Luigi.

This is how the guide is going to play out. Below you will find the story which I shamelessly lifted from the game's manual. The Game Controls section is pretty self-explanatory (i.e. it tells you what buttons to press). After that the GameBoy Horror and the Catching Ghosts sections contain everything that you will need to know about how to play the game. The Characters chapter is rather short but will tell you about the very few characters there are in Luigi's Mansion.

Finally after you have sifted through all that, you get to the walkthrough. Home of the information that 99% of people will use this guide for. The guide basically gives you through a room by room account of what needs to be done. I am very proud of this walkthrough part of the guide, so I hope that you make use of it. At the end of the walkthrough part you will find information on the

Hidden Mansion and all is revealed about the value of money. Great. The final few sections will detail how to find all the Cash Ghosts, Golden Mice, cash plants and Boos. Actually that's a lie. I told you how to get the Boo in the main body of the guide, the bit at the end is just a brief checklist for those who are missing one or two Boos. There is also an enemies guide at the back, if your having any particular trouble with a ghosty or a ghoully. Then there's the Credits chapter dedicated to the people I love. The FAQ is wrapped up with the Contact Information section.

There are a few of things that you won't find in this guide. First of all, the FAQ isn't concerned with finding every last bit of money. Two reasons for this. The first is that the collection of money is optional and doesn't really count for much, least of all does it stop you completing the game. The second reason is that the money appears in random places each time. I can't give you an exact guide if I wanted to. Another thing that you won't find is a Hidden Mansion guide. Producing one and sticking it in here would be a cheap and deplorable move. This would double the size of the guide, giving me KB for GameFAQs which I have barely earned. That said there is a Hidden Mansion section that will give a bit of information on the Hidden Mansion. Finally you won't find an items guide. The items in Luigi's Mansion are fairly few and pretty much self-explanatory, so why waste words?

Well that's it peeps, intro over. Incidentally, I don't really like to go on about myself in an "About The Author" section, but if you want to see more of my work follow this link-

<http://www.gamefaqs.com/features/recognition/76852.html>

I hope you enjoy the guide!

- TrulyDexterous

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|~4~                               [STOY]|  
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Taken from the manual:

One day, Luigi received an unexpected message: You've won a huge mansion! Naturally, He got very excited and called his brother, Mario. "Mario? It's me, Luigi. I won myself a big mansion! Meet me there and we'll celebrate, what do you say?" Luigi tried to follow the map to his new mansion, but the night was dark, and he became hopelessly lost in an eerie forest along the way. Finally, he came upon a gloomy mansion on the edge of the woods. According to the map, this mansion seemed to be the one Luigi was looking for. As soon as Luigi set foot in the mansion, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen. Not only that, but there were ghosts in the mansion! Suddenly, a ghost lunged at Luigi! "Mario! Help meee!" That's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue Luigi from the ghosts, then the two of them escaped... It just so happened that the old man, Professor Elvin Gadd, who lived near the house, was researching his favourite subject, ghosts. Luigi told Professor E. Gadd that his brother Mario was missing, so the Professor decided to give Luigi two inventions that would help him search for his brother. Luigi's not exactly known for his bravery. Can he get rid of all of the prank-loving ghosts and find Mario?

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STANDARD
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- A.....Search/Examine
- B (Hold).....Turn Off Flashlight
- C Stick.....Change Direction of Vacuum or Flashlight
- Control Stick.....Move Luigi
- L.....Expel Element
- R.....Use Poltergust 3000
- X.....Search Mode
- Y.....Floor Map
- Z.....Item List
- Start.....Pause

=====
SIDESTEP
=====

- A.....Search/Examine
- B (Hold).....Turn Off Flashlight
- C Stick.....Rotate Luigi
- Control Stick.....Move Luigi From Side to Side
- L.....Expel Element
- R.....Use Poltergust 3000
- X.....Search Mode
- Y.....Floor Map
- Z.....Item List
- Start.....Pause

I personally like the Standard control setting, it's nice and free. I do know others prefer Sidestep, so it is really up to you.

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The GameBoy Horror is a very important device. Press X and you will enter search mode. This allows you to look for clues and things of interest around the mansion. Press Y and you can view the floor maps of the mansion. This is useful when navigating around the mansion. Rooms that you have the keys for are also marked on the map. In addition to this you can see the rooms which you have visited and the rooms which you have lit up. Press Z and this will show your item list. This is basically a run down of everything that you have collected in the game.

There are a number of "trap doors" to be found in Luigi's Mansion. These doors will injure Luigi and take cash. It goes without saying, you need to avoid these. The best method is to check the GameBoy Horror. Real doors will be shown on the floor maps whilst the trap doors won't. Take care.

If you search using X, directly into a mirror you will be transported back to the foyer. This is now only a nice little shortcut but in some rooms, it is a necessity.

The GameBoy Horror has one more feature. The Boo Radar. Enter a room that contains a Boo or a Boo-related item and it will flash and beep. This is very helpful when tracking down Boos. More on this in the next chapter.

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|~7~                CATCHING GHOSTS                [CTGH]|  
'-----'
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In this section I will tell you all that you need to know about catching ghosts. This includes you normal run of the mill ghosts, gallery ghosts, elemental ghosts and Boos. Different methods and techniques need to be used for different ghosts, for example you won't be able to catch a gallery ghost in the same way you would catch an elemental ghost. Read on and all shall be revealed...

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|                                GHOSTS                                |  
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Catching an average run of the mill ghost is pretty simple. First you will need to stun them with your flashlight. This will reveal their heart and the ghost will remain stunned for a couple of seconds. Whilst it is stunned use the Poltergust 3000 to suck them up. Ghosts have varying HPs. You need to bring this HP down to 0 to catch the ghost. Whilst the ghost is being sucked with the Poltergust 3000 tilt the C stick in the opposite direction to the ghost. This will cause the HP of the ghost to decline quicker. Once the HP reaches 0 the ghost will be sucked into the Poltergust 3000 and caught.

A Grabber; this ghost will sneak up from behind and then grab Luigi. This will sap cash and health. To shake it off, waggle the C stick. Sometimes you cannot see these ghosts. You need to look for their reflections, their shadows, or puffs of smoke when they appear. To catch them you need only stun them and then suck them up.

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|                                OHP GHOSTS                                |  
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These ghosts, like the name suggests, have OHP. There are a few different types of ghost here. First there are the Bat, the Flying Fish and the Mice. You will not need to stun these with the flashlight, just vacuum them up. Next there are two types of Yellow Ghost. The first is just like an Orange Ghost with OHP. Stun it and suck it up. The next is the Bowling Ghost. This ghost will throw a bowling ball down the hallway in an attempt to hit you. Stun him, then suck him up. Another type of ghost is one that drops from the ceiling. There are two of these ghosts. The first is the White Hanger. This is a large white ghost. He will try and surprise you whilst walking past. Watch out for his punch. The next is the Purple Bomber. This guy will also drop from the ceiling. He will then throw a bomb at you. Avoid the bomb, then stun it with the flashlight, before sucking him up.

The final OHP ghost is the Exploder. This is the only ghost in the mansion that cannot be captured. Instead they will explode on their own, or if you get too close. Their explosions are about the same force as a bomb. In appearance this ghost is just a tiny blob floating around. The best thing is to avoid these when ever possible.

GALLERY GHOSTS

Gallery ghosts are not as easy to catch as regular ghosts. You can't stun them with flashlight and just suck them up. It usually takes a bit more brain power than that. The first thing that you should do is use the X button to search for clues. Click on the ghost's heart and on different objects around the room. No doubt there is something that needs affecting to get the ghost to show their heart. For example, to catch Lydia, you need to open the curtain and cause a draft in the room. Lydia's heart will now be visible whilst she shuts the curtain. Whilst the heart is visible, you can suck up the ghost with the Poltergust 3000. There are various different things that you will need to do to catch each Gallery Ghost.

Whilst you are sucking up the Gallery Ghosts, they will drop one of two things. The first thing that a ghost may drop is a Poisonous Mushroom. Avoid these like the plague. They will shrink Luigi and break the connection that you have with the ghost. While he is shrunk, Luigi won't be able to use the Poltergust 3000. The other things that the ghosts will drop are pearls. There are three sizes of pearl; small, medium and large. The more HP that you suck in one go, without the connection being broken, the larger the pearls will be. These pearls will determine the colour of the picture frames that you will achieve for each ghost. Large pearls will get you a gold, medium, a silver and small, a bronze. You can see how well you did by viewing the portraits in the Gallery. All Gallery Ghosts (with a couple of exceptions) will have 100HP.

BOOS

Boos are another side-quest in the game. There are 50 of these bad boys to catch. At certain points in the game, you will need to have caught a certain number of Boos to be allowed to proceed. For example you need 20 Boos to be allowed to access to the Balcony.

Boos can only be found in lightened rooms. You will need to search them out. You can do this with the help of the Boo Radar. The radar will flash and beep when it senses a Boo or a Boo-item in the room. This is an extremely helpful device. Whilst you are searching for a Boo, often the said Boo will leave a trick or a trap for you. This can either mean a bomb or a ball. A ball is the kinder of the two. It is simply a rubber ball with the face of a Boo. It serves no real purpose. However, bombs are nasty. These are the same bombs that Purple Bombers use. If you find one, get out of the way quick.

Once you have found a Boo, it will announce its name and a catchphrase. You then need to catch it before it escapes. Different Boos have different HP. The first ones that you find will be low, around 30HP. Later in the game this can increase to 300HP. Once the Boo is out in the open use the Poltergust 3000 to suck it up. You do not need to stun a Boo, as it will already be light in the room. Simply suck. Waggle the C-stick if you find this helps. Catching a Boo can be very difficult at times. Often they will dive at you, leaving you on the floor whilst they make their escape.

A Boo will attempt to escape once you have revealed it. This means floating through one of the walls in the room. You need to stop this is possible, to save yourself running around. Try and suck the Boo back inside, or stand between the Boo and the wall it tries to escape into, thus forcing it the other way. A Boo will only be able to escape to another room, so it will not

go through walls that aren't joined to other rooms. Bear this in mind whilst attempting to capture a Boo. In addition to this a Boo will never leave the floor which it is on. It can move to other rooms on that floor, but it won't shift the level that it is on.

If a Boo does escape there are a couple of things that you can do. Follow it into the room or hallway to which it escaped. If you are quick enough the Boo will still be floating in mid-air waiting for you. Sometimes this just isn't possible. In these situations you will have to search the Boo out again. Go into each room on the floor and see if the Boo-Radar goes off. This will help you track it down. However, there is an easier method than this. Leave the mansion and the Boo will be back in the same place it was originally.

After you have caught a Boo, Gadd will offer to save your game.

ELEMENTAL GHOSTS

There are 3 types of Elemental Ghosts in the mansion. Fire, Ice and Water. These cannot merely be stunned and then caught with the Poltergust 3000. You first need to use an element on them. The opposite element to the type of ghost that it is. Here is an explanation.

- Versus a Fire Element Ghost use the Water Element.
- Versus a Water Element Ghost use the Ice Element.
- Versus an Ice Element Ghost use the Fire Element.

Elements can be found all around the mansion. Fire Element can be found in fires and candles. Ice is found in ice buckets and fridges. Water Element is found in sinks and taps.

To defeat an Elemental Ghost use the required element. You do not need to take any HP from the ghost, just as long as you hit it. You can take HP if you like but I find this a waste of element. Once you have hit the ghost with the element use the flashlight to stun the ghost and then suck it up in the normal way.

CASH GHOSTS

Cash Ghosts are not really an enemy. They can be found in certain places, but only in dark rooms. Once you have uncovered them they will zip around the room rapidly. You need to stun and capture it before it escapes. If you do manage to catch it, it will give up a huge pile of cash. Be warned though, each ghost will only appear once. After it has gone, then it's gone. You may want to save your game before going after one of these.

~8~ CHARACTERS [CRTS]

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LUIGI
=====

The star of the game! Mario's scaredy-cat younger brother has won his very own mansion. w00t. Shame that it is full of ghosts. Luigi needs to empty the mansion of ghosts and rescue Mario from the clutches of King Boo.

=====
MARIO
=====

Does Mario really need an introduction? Where have you been? Mario decided to meet Luigi at his new mansion. Unfortunately, he has been overpowered by the power of the Boos and currently resides inside a portrait.

=====
PROFESSOR ELVIN GADD
=====

A mad-scientist come ghost catcher. He and his crazy inventions will help Luigi along the path to rescuing Mario. In exchange, Luigi agrees to find Gadd's missing Gallery Ghosts.

=====
KING BOO
=====

The bad guy. King Boo has imprisoned Mario inside a portrait. Not content with this he and his cronies has released all of Gadd's Gallery Ghosts. One nasty piece of work. His only fear is the Poltergust 3000.

=====
TOAD
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I almost forget Toad. He doesn't really appear much to be honest. A few times in the game you will come across Toad weeping. Comfort him and he will help you out. You can save your progress by speaking to him.

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|~9~ WALKTHROUGH [WKTH]|
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Here we are. I would assume that this is the part that 99% of readers will use. Before we start though I would like to bring something to your attention. After playing this game through numerous times I have found that the treasure isn't always found in the same place. The main piles of cash and such are the same, but the "odd change" seems to be a bit random. Due to this I would recommend that you search everywhere as soon as you have finished a room. This includes drawers, cupboards, light fittings, cabinets, hat stands. Everywhere. This way you won't miss anything. Finding all the cash is not the purpose of this guide, so you won't find every last bit of treasure described in the guide. I'll leave that to you. After that mini-lecture let the show begin.

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|~9A~ AREA ONE [ARON]|

FOYER

As the game starts you will find yourself in the foyer. In front of you is a flashing door which is covered in vines. You can't go in there right now. Instead head up the stairs and try the double doors at the top. Also locked. Go back down the stairs and a short cut scene will play out. A key will float in mid-air and then drop to the floor. An orange blur will rise from the floor and head through the double doors at the top of the stairs. Spooky. Go and pick up the PARLOUR KEY and then follow the blur through the upstairs door.

PARLOUR

Another cut scene will ensue. A short old guy will run around madly trying to suck up the orange "blur" with a vacuum cleaner. The "blur" turns out to be a ghost, surprise, surprise. After failing in his attempt to catch the ghost, the man will introduce himself as Professor Elvin Gadd. Right after this you will both be ambushed by 3 more Orange Ghosts. Gadd will take you back to his lab.

LABORATORY

Back at the lab Gadd will briefly touch upon the story as to why you are here. He will also tell you that "a man in a red hat" went into the mansion a short while ago. Gadd will then offer to train you up. Follow the directions that Gadd will give you to complete your training. In this area you will receive GameBoy Horror and the Poltergust 3000. Once you are done with the training, Gadd will offer to take you to the Gallery. Go and have a look around. It's pretty much empty at the moment, but this is where the Gallery Ghost portraits will appear. Once you have had a good look, head back to the mansion.

FOYER

Back in the Foyer, talk to the weeping Toad. He will offer to save your game for you. He will also turn on the lights in the Foyer. Each time that a room is completely free of ghosts the lights will come on. There is a brief exception to this sometime in Area 4 but let's not worry about that for now. Once you are done with Toad, head straight up the stairs and go into the Parlour, where you found Gadd.

PARLOUR

The first thing to do in this room is to collect the 75,000G in coins which is scattered around. Next go over to the cabinet in the middle of the back wall. Blow out the candles that are sat on the cabinet. This will provoke a reaction from the ghosts. After a brief bout of taunting, they will reveal themselves. There are 3 Orange Ghosts to deal with here each with 10 HP. Try and stun and suck them up all at the same time. However, you may have to deal with them one by one until you have had more practice. If you are struggling, remember what you learned in training.

Once you have defeated all the ghosts, the lights will come on and a small chest will appear in the centre of the room. In the chest you will find the ANTEROOM KEY. The location of the Anteroom is marked with a key on the GameBoy Horror. Before leaving the room search the cabinets around the room and collect the cash from in here. You may also find something in the light fitting. Go through the door on the right of the room.

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|                                     |  
|                               ANTEROOM                               |  
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In here you will be completely in the dark again. The ghosts in this room will appear without provocation, unlike the ghosts in the Parlour. There are 4 Orange Ghosts in this room and 2 Pink Ghosts. You will not have dealt with the Pink Ghosts before. These have 20HP compared with the 10HP of the Orange Ghosts. The ghosts will appear singly at first but will then start to appear in multiples.

Once you have caught all the ghosts the lights will come on. Search all the vases in the room to earn some cash and health. Use the Poltergust 3000 on the lights and a wad of notes will drop. Collect these up and leave the room via the door on the left.

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|                                     |  
|                               WARDROBE ROOM                               |  
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As in the Anteroom, the ghosts in this room will appear without you anything. In this room you will come across 3 Orange Ghosts and 2 Green Ghosts. The Green Ghosts have 40HP and they will drop banana skins. If you step on the skins, Luigi will inevitably slip, causing the connection between the Poltergust 3000 and the ghost to be broken. You can actually suck up the banana skins to get them out of your way. Once you have caught all these ghosts, the lights won't come on. Search the wardrobe on the right. In here you will find a Cash Ghost. Cash Ghosts are extremely quick but if you manage to catch one they will give up a lot of cash. These will only appear in darkened rooms. More importantly each one of these will only appear once. If you miss it then it won't reappear. Make sure that you are prepared or alternatively you could save your game before attempting to catch one. Toad is through a door just to the left so this may be convenient for you.

With the room still in dark, search the wardrobe on the left to reveal the final Orange Ghost. Catch it and the lights will come on. The 2F HALLWAY KEY will appear on top of the rack of clothes. Use the Poltergust 3000 to get it. Search the final wardrobe for cash as well as the hat stand and the lights. Then head back to the top of the staircase in the Foyer.

FOYER

On the 2F landing search for the cash that is scattered around. Next head over to the left hand side of the landing. Here is the door to the 2F Hallway. Before you go through Gadd will contact you on the GameBoy Horror. He will warn you that the spirits through this door are stronger than the ones that you have encountered so far. Beyond this door you will find your first Gallery Ghosts. He will then go on to explain about Gallery Ghosts.

You cannot get a Gallery Ghost to show their heart just by stunning them. Use the X button to search for clues as to how to get them to reveal their heart. Once you have read this go through the door.

2F HALLWAY

Once you are in here collect up the coins in front of you. However DON'T go through the door that it leads to. This is a trap. If you open the door it will slam you against the wall and you will lose health. There are a number of these "trap-doors" around the mansion. The best way to find them is to look on the GameBoy Horror. Real doors will appear on the floor maps but the trap-doors won't. While you are in the Hallway watch out for the Blue Mice that are roaming around. These don't have HP so you can suck them straight up. Now go through the first door on the right.

STUDY

Your first Gallery Ghost can be found in here. You will see him in the rocking chair. This is Neville. You need to do is make him reveal his heart. However, the first thing that you need to do is suck up the books that will launch themselves at you from the bookcase. You need these out of the way so that they don't break you connection with Neville later.

Before tackling Neville, you have a chance to catch your first Golden Mouse. Use the X button to search behind the chair and you will see a lump of cheese. Click on this and a Golden Mouse will appear. Catch it and you will be in for a ton of cash. There are an another 9 of these mice to be found throughout the game. Note that you need to do this before you turn the lights on, otherwise it won't work.

There is a Cash Ghost to be found in here also. Wait until a book launches itself at you and then suck it up. Now, search the desk with the books on. Here you will find a Cash Ghost hiding. Catch it and it will give up a red gem and a ton of cash.

Next you need to make Neville reveal his heart. This in reality is very easy. Wait in the room, turn your back to him and leave the flashlight off. Wait until he yawns. At which point his heart will be revealed. Use the Poltergust 3000 to suck him up. This is a different kind of ghost though. You will notice that he has 100HP which will take a while to bring down. In addition to this Neville will drop Poisonous Mushrooms. If you touch this mushroom Luigi will shrink and the connection with the ghost will be

broken. You cannot use the Poltergust 3000 until Luigi has returned to his normal size. In addition to this Gallery Ghosts will drop pearls while you attempt to catch them. These pearls have a G value and also contribute towards the frame that you awarded for the Gallery Ghost. For more info on this check the "Catching Ghosts" section.

Once you have caught Neville a chest will appear. In the chest is the MASTER BEDROOM KEY. If you search the bookcase you will find a number of books that you can browse. These will contain a few nuggets of information. Information on how to catch Elemental Ghosts etc. This really isn't important, as I'll be covering this anyway.

Once you have had enough of the books, suck the cash out of the light fittings. Use the Poltergust 3000 on the books which are stacked on the desk. A lot of notes will be revealed. Suck these up and then head down the hallway to the Master Bedroom.

MASTER BEDROOM

In here you will find your second Gallery Ghost- Lydia. As with Neville, you need to make her reveal her heart before you can catch her. Go over to the right hand window. Use the Poltergust 3000 to suck at the curtain. Once you have grabbed it move it to one side. Lydia will get up from her grooming mirror to shut the window ("such a draft!"). When she does this her heart will be exposed. Suck her up. Once you have connected with Lydia, your battle with her will be pretty much the same as it was with Neville. Avoid the Poisonous Mushrooms and collect the pearls. Once you have her in the (dust)bag you will receive the NURSERY KEY. Search the drawers for cash and then head out to the Nursery.

NURSERY

Go over to the rocking horse on the left and collect the coins here. Use the Poltergust 3000 to rock the rocking horse. This will cause Chauncey (the baby) to awake. He will then proceeds to attack you. Avoid the teddies or suck them up. Once they are gone, you are free to attack Chauncey. Suck up the ball from the floor. Line up the nozzle of the Poltergust with the C stick. Once you are happy, release the R button to fire the ball at Chauncey. When you hit Chauncey he will get mad. Really mad. In fact he will shrink you down to size- literally.

AREA ONE BOSS: CHAUNCEY

Yes, as it turns out Chauncey is the Area 1 boss. You will now find yourself stood inside Chauncey's cot, as a miniature Luigi. The seemingly super-sized Chauncey will appear in front of you. His first attack will be to fire rocking horses at you. These will move parallel with the cot until they move level with you. They will then charge straight at you. Once a horse is locked on, all you need to do is run to the side. You need to be quick though, the horses can be deceptively fast. Once you have avoided 2 horses Chauncey will change his attack. Balls will now rain down into

the pen. Avoid these by running around the pen. You can see where the balls are about to land by looking at the shadows so make sure you don't get hit.

One ball will be left behind. Suck it up onto the end of the Poltergust and fire it at Chauncey. Line up with the C stick but don't forget the height of your shot. Whilst you are doing this, Chauncey will revert back to the rocking horses to attack. Make sure you don't get hit. If you miss with your first shot go through the process again until you do hit him. When you have hit him go over and suck him up. He will have 100HP the same as the other Gallery Ghosts. Eventually, Chauncey will break the connection of his own accord, so you won't do this in one go.

When the connection is broken Chauncey will change his attack again. He will drop into the pen and jump around. Jump and slam, jump and slam. He will do a lap or two of the pen and try and squash you. When he has done this he will revert to his rocking horse and ball attacks, although this time they will be quicker, with more balls. In addition to this, you may find that the rocking horses will now attack in pairs. Repeat this process until you have drained all of Chauncey's HP. This will probably take 2-3 turns. Once you have caught Chauncey, you collect the AREA TWO KEY from the chest and Gadd will bring you back to the lab.

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|                               |  
|                               | LAB                               |  
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Back at the lab, Gadd will take you through the process of changing ghosts into portraits. Hopefully you will have caught all 3; Neville, Lydia and Chauncey. You can now view these in the Gallery if you wish. There will also be a small summary of all the cash that you have collected in Area One. When you are ready, head back to the mansion.

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|~9B~                               AREA TWO                               [ARTW]|  
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Once you are back at the mansion you can now open the door on the ground floor of the foyer. This will lead to Area Two.

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|                               | 1F HALLWAY                               |  
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This is the main hallway between the rooms on the first floor. In here you will find plenty of ghosts; Bats, Yellow Ghosts, Mice, Purple Bombers, Bowling Ghosts and White Hangers. All these have 0 HP, which means that to defeat them all you need to do is stun them and suck them straight up.

At the moment the only door that is open is located in the top left hand end of the hallway (check the GameBoy Horror). Go through here into...

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|                               | BATHROOM                               |  
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Catch the 2 White Grabbers in here. These ghosts will grab hold of you and

suck your cash. To get them off wiggle the Cstick. These can be caught in the same way the normal ghosts are caught. Gadd will contact you on the GameBoy Horror to explain how to deal with these ghosts. Once you have defeated these ghosts use the Poltergust to get the BALLROOM KEY from the shelf on the left. If you need any health search the cabinet. Now head out to the Ballroom.

BALLROOM

Enter the Ballroom and you will have your first encounter with the Masked Ghosts. These ghosts will dance around with spears, whilst wearing masks. To catch them you first need to suck off their masks. Don't get too close to their spears though. Once the mask has been removed, you can stun the ghosts with the flashlight and then suck them up. If you break the connection before you have caught the ghost you will have to repeat the whole process. There are 6 or so ghosts to catch here, but you can usually take the masks and stun them in pairs.

Once you have caught all these ghosts, your next Gallery Ghosts will appear. The Floating Whirlindas. Stand on the same rotating platform as the ghosts and turn off the flashlight. Line yourself up so that you will pass through the ghosts. When you go through or get close his heart will appear. Now suck them up. Once you have caught The Floating Whirlindas get the STORAGE ROOM KEY from the chest.

STORAGE ROOM

There are 4 ghosts to catch in this room. There are 2 Pink Ghosts and 2 Red Grabbers, both with 20HP. The Red Grabbers are same as the White Grabbers but they have more health. Before you catch all the ghosts, there is a Cash Ghost to be found. Search the boxes next to the chair to reveal it. Suck it up and collect the cash. Once you have caught the ghosts the light will come on. But there is no key! Oh my! A quick glance at the GameBoy Horror will show the room to be bigger than it appears in reality. Use the X button to search. Look at the wall adjacent to the Ballroom. On this wall is a button labelled "Don't Push!". Push it.

This will make the left hand wall slide back on rollers and double the size of the room. Go into the new part. Look at the poster on the wall here. "DANGER!". Suck the poster from the wall. This will reveal another button to push. So push it. The trap door behind you will open. At first all is quiet. Then. Boos stream out of it. King Boo (the one with the crown) will excitedly announce "Luigi's is here!". Unfortunately for him, he doesn't like the look of the Poltergust 3000 on Luigi's back so he legs it. Gadd via the GameBoy Horror will tell you that the Boos were responsible for releasing the Gallery Ghosts.

LAB

Back at the Lab, Gadd will give you a new side quest. You need to capture all 50 of the Boos that you just released. Apparently capturing the Boos

will reduce their power. What this actually means is that you will need to have caught a certain number of Boos at certain points in the game before you can proceed. Gadd will explain how the GameBoy Horror will ring and flash when there is a Boo or a Boo-related object in the room. This is called the Boo Radar. Boo-related objects can either be Bombs (such as the once Purple Bombers have) or Balls.

BALLROOM

Head back in here and use the Boo Radar to search around. In here you will find your first Boo. This Boo is "Boo La La" who has 60HP. You do not need to stun the Boo, simply use the Poltergust 3000. If he goes through the wall follow it if possible. If it goes into a room which you cannot access yet the Boo will be lost for now. You will be able to find the Boo again hiding in another room. After you have caught a Boo, Gadd will save your game. Note that Boos will only hide in rooms which have been lit up. Before leaving the room search the chandeliers and the chairs for cash.

STORAGE ROOM

In the Storage Room you will find your second Boo. "GameBoo" with 50HP. Catch the Boo. Before you leave search the bucket next to the mirror.

PARLOUR

Head upstairs back to the Parlour. In here you will find "BamBoo" with 30HP.

ANTEROOM

In the Anteroom you will find "Bootha" with 50HP. Go through into the Wardrobe Room.

WARDROBE ROOM

In here you will find your fifth Boo "GameBoo Advance" with 30HP. If you have caught all of the Boos that you have met so far this will be your fifth Boo. Gadd will contact you on the GameBoy Horror. He will suggest that you go to the Washroom (hint hint). If you missed a Boo or two, keep searching.

STUDY

Don't go straight into the Washroom. Instead go into the Study and you will find "TaBoo" with 50HP.

NURSERY

In the Nursery you will find "TurBoo" with 50HP.

MASTER BEDROOM

In the Master Bedroom you will find "Boolicious" with 30HP.

1F WASHROOM

After that quick little trip around the houses it is time to head back to the first floor and the Washroom. The Washroom is located right next to the Bathroom. Check the GameBoy Horror if your unsure.

Once you are here, speak to the crying Toad. He will say that he dropped something important down the toilet. Tell him not to worry about it. The lights will now come on. Search the toilet and you will find the FORTUNE TELLERS ROOM KEY. Before leaving search around for any cash.

FORTUNE TELLERS ROOM

There isn't much going on in here yet, so go through the door on the right hand side of the room.

MIRROR ROOM

There a 5 Blue Grabbers in this room. You can't see them, but you can see their reflection in the mirror. You can also see the smoke when they appear. Once you have caught them all, the lights will come on and a large red chest will appear. Open it up and you will find the FIRE ELEMENT MEDAL. This medal allows you to use the fire element. Basically you can suck the fire element ghosts from fires and expel fire from the Poltergust 3000. This is useful for fighting Ice Element Ghosts, lighting candles, melting ice, etc. There is a fire on the right of the room, so you can try this out now as you need to light all the candles to open the exit. Before you leave catch the Boo in this room. "Kung Boo" with 40HP.

FORTUNE TELLERS ROOM

Use the Fire Element to light all of the candles in the corners of this room. This will cause the LAUNDRY ROOM KEY to appear on top of a pillar to the right of the room. Use the Poltergust to retrieve it. Before leaving use the X button to search. Behind Madame Clairvoya is a block of cheese. Click it and a Golden Mouse will appear. Catch it and pocket the cash. Then head out to the Laundry Room.

LAUNDRY ROOM

In this room there are 2 Pink Ghosts, 1 Red Grabber and a White Grabber to deal with. Once you have defeated these search the area for cash. Now search the laundering machines to find MARIO'S HAT. There are another 4 such items to find before this is any use, but more on that later. Open the chest to collect all the cash. Before you leave catch the Boo; "Boogie" 40HP. Exit into the Butler's Room.

BUTLER'S ROOM

Search under the stools in here and you will find a Cash Ghost. Suck it up and then head back out to the 1F Hallway.

1F HALLWAY

Walk down the Hallway until you reach a candle floating on it's own volition. Use the Fire Element on it and the Butler- Shivers will reveal himself. Shivers is the next Gallery Ghost. He will now head back to the Butler's Room- just follow him.

BUTLER'S ROOM

Once you are in here, wait for Shivers to sit down and then suck him up. Watch out for the usual Poisonous Mushrooms and collect the pearls. Once you have caught him, open the chest to find the CONSERVATORY KEY. Search around the room to pick up some cash. There is a Boo to be found in here also; "PeekaBoo" with 40HP.

Once you have caught the Boo make sure that you have some Fire Element. Next, use the X button to search the right hand wall. Here, next to the toilet roll, you will notice a mouse hole. Click on it and you will be sucked into the adjacent room.

HIDDEN ROOM

You will now be in the Hidden Room. This room doesn't have a door, so this is the only way in. The first thing to do is suck up the Bats otherwise

they will get in the way. Next take a look around. There is a stack of chests in this room. Look below to see what to expect.

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          .----.            .----.
          |   |Ice Element Ghost   |   |Cash
          '----'            '----'

          .----.            .----.
          |   |Ice Element Ghost   |   |Nothing
          '----'            '----'

          .----.            .----.
          |   |Cash                |   |Ice Element Ghost
          '----'            '----'
```

First of all search out the ghosts. You won't have come up against the Ice Element Ghosts before. They have 20HP and can't be stunned at first. You need to burn them with the Fire Element. It doesn't need to take any HP as long as it has hit. You can now stun them with the flashlight and suck their HP in the usual way. Once you have sucked them all up, the lights will come on. You can now search the chests for cash. Next search the green chest that just appeared. In here is a real treasure trove of coins, notes, gold bars and a Blue Gem, a Red Gem and a Green Gem.

The chest with nothing in will later house a Cash Ghost, but I'll tell you about this when you need to know. Find "GumBoo" (40HP) before leaving. To do this search for the mouse hole again, in the left hand wall.

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|                        CONSERVATORY                       |
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The conservatory is home to another Gallery Ghost- Melody. There are a number of musical instruments in the Conservatory. Press A to set the instruments playing. Set off the saxophone, the cello/bass, all 3 drums, the harp and the xylophone. The tune that the instruments play should be instantly recognisable to you. Walk over to the piano. Melody will now address you. Listen to her piano sonata. There are a couple of different questions she may ask you. If it is another recognisable Mario-style tune, tell her that it is from Super Mario Bros. 3. If it is something different tell her that the answer is Water. In response to this she will attack you with her music sheets. Suck them all up at once. These will keep reappearing so get them all at the same time or you'll never do it. Melody's heart will now appear. Suck her up. Once you have caught Melody collect the DINING ROOM KEY from the chest. Before leaving catch "Boomeo" (40HP).

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|                        DINING ROOM                        |
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There is a Gallery Ghost to be found here also. The first thing to do is suck up all the banana skins on the floor. Next go over to the cabinet on the left of the room. In here is a Cash Ghost.

When you are ready, use the Fire Element to light all the candles on the table. If you need Fire Element it can be found on the right of the room. Lighting the candles will reveal MR. LUGGS. Use the Poltergust 3000 to suck

up his food. This will speed up his assistants who are Waiter Ghosts. These ghosts have a mere 10HP, so just stun them and suck them up. Now suck up MR. LUGGS'S food again but when it disappears this time there will be no waiters to renew it. MR. LUGGS will be angry. So angry that he will attack you. He will shoot fireballs at you. Dodge these by running back and forth. Eventually he will get tired. When he does, his heart will be revealed and you can suck him up. Once you have caught MR. LUGGS a green chest will appear. In here you will find a gem and cash. Before moving on catch "Boodacious" (80HP). Head through the door on the left.

KITCHEN

Open the open on the left hand side of the room as soon as you get in here. Here you will find a Cash Ghost. Catch it quick! Lap up the money and move to the left hand side of the room. Pans will now hurl themselves at you from the worktop. Suck them all into the Poltergust 3000. Once you have removed them all go over to the fridge. DO NOT OPEN IT! This is much the same as the trap-doors. Instead you need to use the Poltergust 3000 to suck it open. Inside you will find an Ice Element Ghost. Use the Fire Element on it, then stun and suck it up. This will turn on the lights. Open the large blue chest. In here you will find the WATER ELEMENT MEDAL. This works much the same as the Fire Element, but the Poltergust 3000 expels water, rather than fire. Open the other oven and light a fire inside. A Red Diamond will be revealed. Catch the Boo that is lurking in here "Booligan" (80HP). Gain some Water Element from the sink and use it upon the flaming door to the left. Go through the door.

BONEYARD

Out in the Boneyard you will find the next Gallery Ghost- "Spooky". Walk over to the kennel and you will see Spooky, the dog ghost. Use the Water Element to spray Spooky and antagonise him. Keep spraying and he will bark. A Skele-Ghost will now appear. He will have 30HP. Stun and catch him. When he disappears he will leave a bone behind. Spooky will now go and investigate the bone. His heart will now appear.

Once you have caught Spooky, move over to the right, onto the patch of soil. Here you will find a green bud. Use the Water Element upon it and it will sprout. You will need to come back here later for a reward. Don't worry yourself about that for now, I'll tell you when.

Head over to Spooky's kennel and use the X button to search. Look inside the kennel and click inside. You will now be transported over the back wall into the next area of the Boneyard. Go forward and search one of the headstones. This will cause 3 Skele-Ghosts to appear. Once you have dealt with these search the headstones if you need health. Head towards the large tombstone. The tombstone will be struck by lightning and a purple ghost will appear.

AREA TWO BOSS: BOGMIRE

You will now be in an entirely different area. As you start a Shadow Ghost will be in front of you. Suck it up and it will turn into a ball, stuck in the end of the nozzle of the Poltergust 3000. You now need to shoot this ball at Bogmire. If you miss there are more Shadow Ghosts anyway. The bigger the shadow ghost that you use, the longer it will incapacitate Bogmire for. Once you hit Bogmire you can drain his health. He has 100HP same as the other Gallery Ghosts. Repeat the process that I have just laid out until you have caught Bogmire.

BONEYARD

Well done. You have caught Bogmire. Open the shiny chest at the Boneyard. Inside is the AREA THREE KEY. Gadd will now take you back to the lab.

LAB

Gadd will now put the ghosts through the portrait-making process again. This time you will have found 6 ghosts and 9 in total.

BONEYARD

Once you are done head back to the mansion. Your first port of call should be the Boneyard. Use the Water Element on the seedling and it will now bloom into a flower. One more visit and you'll be in the money.

1F HALLWAY

Go to the end of the Hallway, next to the Bathroom. The previously vine covered door is now accessible. Open it up and move on to Area Three.

~9C~ AREA THREE [ARTR]

COURTYARD

You will now find yourself in the Courtyard. Take out all the Flying Fish floating around. Next take some Water Element from the fountain. Head over to the right and here you will bump into a White Hanger- suck it up. On the trees further to the right you will come across 3 Purple Bombers. Catch these and a chest will appear. Inside you will find 2 gold bars and plenty of cash. Next shake the nearby birdhouse and something will drop out. It's MARIO'S LETTER! More on that in a moment.

Look down the well and you will see a ladder. Climb down the ladder into

the well. Once you are at the bottom, walk along the passage. You will now see a cutscene. Luigi will peer into the room and will see Mario trapped inside a painting! Unfortunately, Luigi can't fit through the gap to get into the room here, so you'll have to drag your ass through another two areas.

Turn around and a White Hanger will attack. Catch it and a lantern will come on at the bottom of the well. More importantly, you will gain the REC ROOM KEY. Go up the ladders and head over to the right. Shake the statue here and gather the cash from it. Nearby is a hut. Don't open it. Just like the fridge in the kitchen, it will cause you harm. Instead use the Poltergust 3000 to open the door. Inside you will find Toad. He will tell you that he saw Mario at the bottom of the well also. He says that he saw some items around the mansion that Mario must have dropped. You will already have two of these items; the hat and the letter. This leaves you to find the glove, the shoe and the star. When you are done with Toad go over to the right and head into the Rec Room.

REC ROOM

The next gallery ghost can be found in the Rec Room. Biff Atlas. He is lifting weights in the middle of the room. Before you go to him, search the bag on the right of the room. In here is a Cash Ghost. Move over to the punchbag behind him and punch it into him. Keep out of the way as it swings back at you. Biff will now attack you. Keep out of the way of his swinging arms. Hit him with another punchbag. Repeat this until he has shown his heart. When he does, catch him with the Poltergust 3000. Open the green chest and collect the goodies from inside.

Move over to the left hand side of the room and you will see a treadmill. Jump on it and start running. A key will fall onto the floor. This key will open up a shortcut to the 1-2F staircase, so you won't have to walk through the Courtyard everytime. Before leaving the room catch "Booregard" (100HP). Note that you will need to use Water Element in a moment, so if you don't have any, get some from the fountain. When you are ready, head out of the door in the middle of the room.

1F HALLWAY

Open the door on the left. This will join this area to the first floor hallway. You can now get to the staircase without walking through the Courtyard. Now go up the stairs to the right.

2F HALLWAY

On the stairs catch the Bats floating around. Next use the Poltergust 3000 on the light and collect the cash. Use the Water Element on the flaming door at the top of the stairs. Go through the door.

TEA ROOM

The ghosts in this room will appear randomly. There are two White Grabbers in here. Watch out for the flying plates and then suck up the ghosts. A chest will now appear on the table. But you can't reach it. Go to the right hand side of the room and you will see a pad on the floor. Walk onto it and it will throw you feet first onto the ceiling. You can now walk on the roof. Walk back over to the centre of the room, above the chest. Here is another pad on the ceiling. Walk onto it and you will drop onto the table. Open the chest. Inside is the ICE ELEMENT MEDAL. This is much the same as the other two element medals that you have found. However, instead of expelling fire or water, the Poltergust 3000 will expel ice. Get some Ice Element from the ice bucket on the adjacent table. In the cabinet on the right hand wall you will find a red gem. Catch "Mr. Boojangles" (50HP) before leaving the room.

2F HALLWAY

Go through the door to the left and enter the main body of the second floor corridor. You will notice that there are quite a few doors open here. Go straight forward and into the room in the top left. This is the 2F Bathroom. It is in the same location as the 1F Bathroom, but a floor up. Head into here but watch out for the Purple Bombers and the mice on the way.

2F BATHROOM

Enter the Bathroom and you will notice that there is someone in the shower. Use the Poltergust 3000 to move the curtain aside. Miss Petunia is in the shower and she is the next Gallery Ghost. Use the Ice Element on her. This will reveal her heart, so suck her up. Once she is caught the lights will come on and a chest will appear. Inside the chest is the BILLIARDS ROOM KEY. Exit this room and go through the door straight across the hallway.

NANA'S ROOM

As you walk into this room you will see a rocking chair moving by itself. Or maybe not. Use the X button to search and you will see Nana in the chair. Do not attack her yet. Instead, go over to the chair on the right side of the room. Here is a Cash Ghost.

Now, suck up the wool balls that are on the table next to her. Nana will now begin to move. Suck up the wool balls and fire them at her, just like you did in the fight with Bogmire. Hit Nana with all 3 balls, but beware as she will spit at you. Once you have hit her 3 times she will reveal her heart. If you break the connection, you will be able to stun and suck up Nana, rather than going through the whole thing again.

When you have caught Nana, search the cabinet and the lights for cash. You will also find "LimBooger" (100HP) in here. Search the chest and you will find the TWINS ROOM KEY.

2F WASHROOM

As with the first floor, the second floor Washroom is located next to the Bathroom. Go in and suck up the Water Element. Open the toilet and out will jump a Fire Element Ghost. Use the Water Element on it, then stun it with the flashlight and suck it up. A chest will now appear. Inside is a pile of cash.

ASTRAL HALL

This is through the last remaining open door on the second floor. Get some Fire Element before you go in here. Once you are here try and head out of the door on the opposite side. Notice anything familiar? Obviously this is going to take a bit more brain power than that.

Use the Fire Element to light all the candles in the room. The flames will turn purple and an Orange Ghost will appear. More will appear, another Orange Ghost, a White Grabber and 3 Masked Ghosts. Once you have caught them all the room will light up. Search the room for cash and then catch "Booswoggle" (100HP). You can now go through into the room on the right.

OBSERVATORY

In here search the drawers for some cash. Next, go over to the telescope and have a look through it. Ooooh the moon! Back in the room, the walls will melt away to reveal the night sky. Go over to the balcony. You will see a number of shooting stars will fly past. Suck a star up with the Poltergust 3000. You need to fire this at the moon and hit it. This could take a few goes so keep at it. When you do hit it a shiny, cloud-like path will appear in the sky. This will lead to a platform, on which is MARIO'S STAR. One more item left.

BILLIARDS ROOM

Head back down to the first floor and enter the Billiards Room. It is located opposite the Conservatory. In here is Slim Bankshot. The next Gallery Ghost. He is playing pool. Wait for him to break and the balls will shoot into the air. Suck up a ball and fire it at him. Hit him with 3 balls and he will reveal his heart. After you have caught him a chest will appear. Inside is a clear gem and a wad of cash. Search the drawers for more cash. Find "Boohoo" (50HP) and then leave the room via the door on the right.

PROJECTION ROOM

Turn on the projector at the back of the room. The ghosts in this room will now appear without provocation. There are 6 Purple Grabbers in here. You can see their shadows projected onto the screen if you need help. Once you have caught them all open the chest. In here you will find MARIO'S GLOVE. This is the third of Mario's items. Only two more left. Catch "ShamBoo" (50HP) before leaving.

THE TWIN'S ROOM

The Twin's Room can be found next to the Nursery. In the other wing of the second floor. Check the GameBoy Horror if you are unsure. Anyway when you get here have a look around. See the mobile on the ceiling? Use the Poltergust 3000 to make it spin. Make sure it is doing full circles. The twins will appear. The Twins are Gallery Ghosts. They will ask you to play hide and seek. Go outside and wait for them to hide. When they are ready go back in and look in the boxes scattered around the room.

Suck each of the boxes in turn. The ones that remain still are empty, but if you find one that shakes, you will find a twin inside. Find the second one by the same method. When you do find them both, they will attack. Thanks to Mike for telling me how to find out which boxes the twins are hiding in.

One will jump into a toy truck, whilst the other will jump in a toy aeroplane. Start by using the Poltergust 3000 on the one in the truck. The truck will then be suck away from him. You can now stun him and suck him up. Whilst you are doing this you need to beware of the other Twin in the plane. He will drop bombs on you. Once you take one out the other one in the plane should be easy. Use the vacuum to suck the plane away from the Twin and you will be free to suck him up. Once you have caught both of them a chest will appear. In the chest you will find the last of Mario's items, THE SHOE.

Now that you have all five of the Mario items you need to head back down to the Fortune Teller's Room on the first floor. You will find "Booris" who has 100HP in this room.

FORTUNE TELLER'S ROOM

You may have spoken with Clairvoya on your previous visit to the Fortune Teller's Room. However, it wasn't really important then, whereas now it is. Use the X button to search and shine your flashlight upon the crystal ball. Madame Clairvoya will now appear. Show her all 5 of Mario's items. She will talk some endless crap about Mario. Yawn. Once she has had all 5 of her "visions" she will allow you to suck her up. She struggles a lot to say that she wants to be caught.

When you have caught Madame Clairvoya, move on to the Boo in this room. The Boo is "Boogli" with 40HP. Now open the chest and you will find the SAFARI ROOM KEY.

2F HALLWAY

Head up to the second floor. On your way through make a brief stop at the Tea Room to gain some Ice Element. Follow the hallway past the final locked door on this floor. Go up the stairs here and at the top go through the door into the Safari Room.

SAFARI ROOM

As soon as you are in here use the X button to search. Next to the boxes on the right you will find another block of cheese. Click it to find another Golden Mouse. Now search the lights for cash. Most importantly, use the Poltergust 3000 on the stag head trophies. One by one 3 Water Element Ghosts will appear. Use the Ice Element on them, then stun them and suck them up. In addition to these there will be 2 Green Ghosts to deal with. Watch out for the banana skins and suck them up. After you have caught these ghosts the lights will come on. Open the chest to receive the BALCONY KEY. Search the room to find "Little Boo Peep" (100HP). On more thing to mention about this room. There is a chest on the right hand side containing a Big Heart. Each time you leave this room and come back, the heart will be replaced. Leave the room through the door on the left. Head forward towards to door at the end of the corridor.

AREA THREE BOSS: BOOLOSSUS

You will need to have caught at least 20 Boos to be allowed access to this boss. If you have less than 20, you'll have to get out and find them.

Once you have enough Boos head out onto the Balcony. Walk over to the circle off Boos over to the left. These Boos will then form together to form Boolossus. As soon as Boolossus is formed, he will begin to attack. Avoid the jumping attacks and use the Poltergust 3000 to suck at Boolossus. When you have a connection with him, move over to the unicorn statue. Spike him on the statue's horn and Boolossus will break down into the single Boos.

Suck up the Ice Element nearby and use it on the flying Boos. Once you have frozen one vacuum it up. When you look at the Boos they will fly away. Face the other way and lure them in. Then turn around and use the Ice Element on them. Watch out for the flying attacks that the Boos will perform though. Keep repeating this process. The less Boos there are, the faster and harder to catch they will become.

After you have caught all the Boos, Boolossus will be defeated. You will gain an extra 15 Boos due to this fight. This leaves a maximum of 15 more for you to find, though in reality this could be less.

Open the chest. Inside you will find the AREA FOUR KEY. Gadd will now take you back to the lab.

LAB

Back at the Lab, Gadd will turn the Gallery Ghosts in portraits. You should

have caught another 7 Gallery Ghosts in this area and 16 all together. Once you have seen the summary, head back to the mansion.

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|                                     |  
|                               BONEYARD                               |  
|                                     |  
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Go back out to the Boneyard and water the flower in the soil patch. This time it will properly bloom and give you a MASSIVE Gold Gem and an big pile of cash.

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|                                     |  
|                               BALCONY                               |  
|                                     |  
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Head all the way back up to the Balcony. If you want, you could take some Water Element, as there are plenty of cash giving plants up there. Walk over to the left hand side of the balcony. Open the door here. This will cause lightening to strike the mansion 3 times. This will blow out the lights all over the mansion. The ghost presence will increase tenfold whilst the lights are out. Head through the door.

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|~9D~                               [ARFR]|  
|                               AREA FOUR                               |  
|                               [ARFR]|  
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Area Four is the last area and it goes without saying, the most challenging. So let's get on with it. Head down the corridor and go through the last door on the right.

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|                                     |  
|                               TELEPHONE ROOM                               |  
|                                     |  
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As soon as you are in here you will here a phone ringing. Move over to the right and answer the second phone. Say that you are Luigi. Toad is on the other end. He will tell you about the breaker switch in the basement, which will turn the lights back on. Now answer the next phone on the right. This will be E. Gadd. He will tell you about your next gallery ghost- Uncle Grimmly. Apparently this blackout is the perfect time to catch Grimmly, as he only likes very dark places. Apparently he only likes rooms with mirrors in them (hint). However, before you go to catch Grimmly, there are a few places that you need to visit for some extra cash. You don't have to go and pick up this cash, but if you are interested in your rank at the end, then you might want to.

Catch the ghosts in the telephone room and then leave.

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|                                     |  
|                               CONSERVATORY                               |  
|                                     |  
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Search the stool by the piano to reveal a Cash Ghost.

HIDDEN ROOM

Head back down to the Hidden Room. If you forgot how to get in here, then use the X button to search. There is a mouse hole in the right hand wall. Click on the hole and you will be sucked through to the adjacent room. In here, in the far right hand chest is a Cash Ghost. However, you might want to clear the other ghosts in the room or they could get in the way.

NURSERY

Search Chauncey's cot in the Nursery. Here you will find a Cash Ghost.

WARDROBE ROOM

Once you have had enough of cashing in, go to the Wardrobe Room. This is located on the second floor. It was like the 3 or 4th room you went in. Go up the stairs, into the Parlour and through the Anteroom. You are now in the Wardrobe Room.

Uncle Grimmly will be standing in front of the mirror at the back of the room. Stand in front of him facing forwards. Turn off your flashlight. He will now try to scare you and his heart will appear. Turn around and suck him up. A chest will now appear. Inside is the BREAKER ROOM KEY.

BREAKER ROOM

For those who don't know, the Breaker Room is in the basement. It was open earlier in the game, before the blackout. It was merely full of Blue Mice then. Open up the door and head inside. Go over to the breaker switch on the back wall. Pull it and the lights will come back on. A chest will appear containing the CELLAR KEY. Catch the Boo in here; "Boo B. Hatch" who has 200HP.

CELLAR

The Cellar is right across the hall from the Breaker Room. Head in. Now go over to the right and you will see mounds of dust in the way. Vacuum these up. The more you vacuum the deeper into the room you will get. Take out all the dust piles. Search both barrels in the room to reveal a couple of Pink Ghosts. Take these out. There is also a Cash Ghost hiding in the room. Search the table on the left of the room to reveal it. Once you have caught the ghosts you will reveal the CLOCKWORK ROOM KEY.

There are a few ceiling pads in the room 2 to send you up and 2 to return. These are to save time. Every time you leave the cellar the dust piles will reappear, so use these pads to save time. Search the room for cash in the

shelves and in the light. Beware of the Poisonous Mushroom hidden in the centre shelves though. Before you leave this room, catch "Boorepedes" who has 100HP.

TELEPHONE ROOM

Return to the third floor. Catch all the ghosts in this room. These can be found in the large wooden chests. These are Skele-Ghosts with 30HP. Once you have caught them a chest containing cash will be revealed. Search the cabinet on the right for more cash. Catch "Boomerang" (300HP) and then leave the room via the room on the back wall.

CLOCKWORK ROOM

In here you will find 3 ghosts lined up in cases. These are the Clockwork Soldiers. To get them to react, start all of the clocks around the room. Once they start to move, they will attack you with their toy shotguns. If you let them chase you, eventually their wind-up key will fall out. This takes too long. Instead, use the Poltergust 3000 to make the key turn quicker. Try and get 2 or all 3 at a time, but this is very difficult, so you may be stuck with doing it one at a time. If you connect with one, watch out as the others will still be attacking. Once you get one out of the way, it will become easier.

Once you have caught all 3, a door will open where the ghosts were standing. You will be pleased to know these 3 were Gallery Ghosts, so that's another one in the bag. Find the Boo in this room "Boocaster" who has a massive 300HP. When you are done go through the door.

ROOF

This "door" will turn out to be a lift, which will take you up to the roof. As soon as you are here you will find 6 Masked Ghosts. You should be able to catch these in pairs no danger. After you have caught these you will have 2 Ice Element Ghosts to deal with. Get some Fire Element from the bonfire and take out the ghosts. Finally, when you have defeated them, go over to the left hand side of the roof. Climb the ladder up the chimney here. In a chest is the ARMORY KEY. Go back down the ladder and go over to the right hand side of the roof. Climb the ladder up the chimney here. Drop down the hole in the top of the chimney. You will land in the...

SEALED ROOM

This is the room on the second floor, which has the door boarded up. There are various chests in this room, giving you various amounts of cash, a Cash Ghost and normal ghosts (and orange, blue, a pink and a purple). Once you have caught all the ghosts a light will come on. A chest will appear. Inside is the SITTING ROOM KEY. There is a mirror on the back wall, covered by a

sheet. Use the Poltergust 3000 to reveal the mirror. Search the mirror to be transported to the foyer.

SITTING ROOM

Go up to the second floor. Check the GameBoy Horror. The Sitting Room is next to the 2-3 floor staircase. Once you are in there gain some Fire Element from the candle on the table. Now, light the two candles on the back way. 5 Orange Ghosts will appear. Stun them and suck them up. After that two Fire Element Ghosts will appear. Gain some Water Element in the near left hand corner of the room and then use it on the ghosts. Stun them and suck them up to finish them off. The room will now light up. Catch "Boollivia" who has 100HP. Now get some Water Element and then head through the door on the right.

GUEST ROOM

A short cut scene will be shown as you enter this room. Sue Pea, a Gallery Ghost will warn you not to wake her. All this without opening her eyes. Move over to her and use the Water Element to wake her up. Whilst she is dangling vacuum her up. Beware of the toys that will throw themselves at you, suck these up if you get the chance. Sue Pea shouldn't cause you too much trouble. When you have caught her a green chest will appear on the ceiling. How am I to get that I hear you wondering? Leave the Guest Room and a loud rumbling noise can be heard. Head back inside.

The room will have righted itself and the chest is on the floor. Inside is a clear gem and a lot of cash. Search for "Boonita" (100HP).

ARMOURY

Go back up to the third floor, across the Balcony and through the Area Four Door. Off this hallway is the Armoury. You will already have the key for it. The ghosts are hiding in here. Search the coats of armour and the wooden chests to find the ghosts. There are 2 Pink Ghosts, 1 Red Grabber, 1 Orange Ghost, 1 Blue Ghost and a Green Ghost. There is also a lot of cash to be found. Once you have caught all the ghosts a chest will appear. In this chest is the PIPE ROOM KEY. Before you advance search out "UnderBoo" (150HP). Go through the door at the back of the room.

CERAMICS STUDIO

In here go over to the vase with the kind of Boo pattern on it and speak to Jarvis. Jarvis is a Gallery Ghost. He will challenge you to see how many times you can freeze him with ice. Go over and get some Ice Element. You need to freeze him seven times. This is a very easy game. Wait until Jarvis appears in a vase, then freeze him with the Ice Element. Once you have frozen seven of Jarvis he will accept that you won. He will then attack. By

which he will send vases to attack you. However, his heart will be visible whilst you do this. Go over to his vase and suck him up. This should be easy for you by now, just watch out for the vases.

After you have caught him, a green chest will appear. In the chest is a clear gem and a load of cash. Collect it all. Search the vases around the room for extra cash. Then, before you leave the room, find "TamBoorine" (200HP).

BASEMENT

Go all the way back down into the basement, Go through the cellar and onto the corridor here. The second door on the left will open with the PIPE ROOM KEY. Watch out for the White Hanger, the Purple Bomber and the Exploders on this corridor.

PIPE ROOM

Suck up all the Flying Fish straight away. Once these are out of the way you will have 2 Red Grabbers and White Grabber to deal with. This doesn't sound like a lot, but it can be difficult as connections can be easily interrupted. Once the ghosts are gone get some Ice Element from the corner and freeze the water to the left. When this is turned to ice, Luigi can walk on it. Walk over and turn the valve. This will shut off the water. Now walk over to the right and open the chest. Inside you will find COLD STORAGE. Look around for "Booffant" who has a massive 300HP. Leave the room and head next door.

COLD STORAGE

Cold is the operative word here when describing this room. It is full of ice! Take some Fire Element from the fire as soon as you enter. Move over to the far corner of the room. Watch out for the falling icicles as you do this. An icicle will shake before it drops, so you know where they will fall. In the far corner there is a ghost trapped in the ice. This is a Gallery Ghost named Sir Weston. First you need to get him to show his heart.

Use the Fire Element to light to two piles of wood either side of him. Sir Weston will complain that you are "making it too HOT!". He will now attack. The first thing that you need to watch out for are the falling icicles. Keep an eye out where they will fall. He will cause icicles to shoot up at you from the floor. You can dodge these by moving to the side when they head for you. When you get the chance, use the Fire Element on Sir Weston. This will reveal his heart. Suck him up. You may find this difficult though, as the falling icicles will cause you trouble. Do your best to avoid them, but it may take a couple of tries until you have sapped all of his health.

When you have caught him, a chest will appear. In here you will find the ARTIST'S STUDIO KEY. Find the Boo in this room "Boolderdash" (150HP).

Catching him may be difficult in this icy room, so if he escapes, follow him. After you are finished with the Boo, go up to THE ARTIST'S STUDIO on the third floor.

THE ARTIST'S STUDIO

As soon as you enter this room a cutscene will ensure. There is an artist ghost. This is Vincent Van Gore. Van Gore is a Gallery Ghost. He paints the ghosts and they come to life. He has been causing you some trouble hasn't he?

He will now bring to life each of his paintings in turn. The first ghosts that you will fight are Orange Ghosts. There are 3 of these. Stun and suck all 3 at once. Next there are 3 Pink Ghosts, followed by 3 Blue Ghosts. If you are quick, you can stun all 3 at same time, as with the Orange Ghosts. This will save you a lot of hassle. If you are short on health, the ghosts should drop some hearts to top you up. After the Blue Ghosts will come the Red Grabbers. Suck these up and 3 Green Ghosts will appear. Really try and get these all at once otherwise all those banana skins will be a pain in the rear. After you have dealt with those there will be only 3 Purple Bombers remaining. Be careful not to get hit by the bombs and then suck them up. Don't forget, these have 0HP so it shouldn't take too long, right?

Finally you have caught them all. Van Gore will get seriously stropy now. All you need to do is stun him and suck him up. He has 100HP same as the other Gallery Ghosts. After he is gone, he will leave the SECRET ALTER KEY behind. Oohhh. Search out "Bootique" who is another one with 300HP. This should be the fiftieth Boo. You will be rewarded with a Gold Gem worth 20,000,000G. Oh yeah. When you are ready, head down to the basement and the Secret Altar. You may want to speak to Toad on the way down, to save your game. This is only really necessary if you missed out on Bootique.

SECRET ALTAR

You will need at least 40 Boos to be allowed entry to the Secret Altar. If you haven't got them, get looking. Ready? Great.

This is the room which you saw at the bottom of the well. When you are in here search around for cash and a Blue Gem, in the torches and chandeliers. Now, walk forwards to confront King Boo. He will admire his "Mario Painting" and wish that he had one for Luigi to match it. At this point, the room will spin and the painting of Mario will turn into a painting of Bowser! King Boo will jump into the painting and suck you in.

FINAL BOSS: KING BOO

You will now be on a long stone platform in a world shrouded in fire and smoke. Bowser will drop down to join Luigi. So this is it. The final boss.

Bowser will open by breathing fire at you. Step back and don't stand on the stones that he has heated up. He will then proceed to throw spiky balls at

you. If you stand too near these, they will cause you damage when they explode. Now, suck up one of the balls onto the end of the Poltergust 3000. Bowser will now run over to you and either breathe fire again or he will try and suck you into his mouth. Stand well back (as to avoid being hit) and when he bends over, fire the ball at him. This will knock his head off and King Boo will come out of the Bower Suit! Shocked? Anyway, whilst King Boo is out, you need to suck his HP with the Poltergust 3000. Whilst you do this the Bowser head will spit ice at you, so keep moving. If you are hit by the ice waggle the C stick. King Boo has a HUGE 500HP so this will take a while. If you are running low on health, hearts can be found after Bowser has trampled one of the pillars around the area. Beware though, the pillars also contain Poisonous Mushrooms.

After a while King Boo will go back in the Bowser Suit and the head will be replaced. Repeat the process. After you have drained around half of his HP, when the head is returned to the body, it will face backwards. Bowser will now charge around randomly, so keep out of the way. After he has trampled over some pillars, the head will be turned the correct way and the breathing fire/sucking air, throwing balls process will resume. Try not to get too far away from Bowser after he has thrown the balls. If you are far away, instead of running at you, he will jump and land right next to you (or on top if you don't move out of the way of his shadow). You need him to run so that you can fire the ball at him.

Keep going over and over this method until you have finally drained King Boo's HP.

The best tip here that I could give you is, conserve your health. There isn't much lying around, so if you lose it then it's gone. If you have a choice of losing some health but taking a chunk of King Boo's HP or saving yourself, then save yourself.

Finally, when you have sucked all of King Boo's HP, you will catch him in the Poltergust 3000. The Bowser Suit will fall to the ground, powerless without King Boo.

SECRET ALTER

You will return to the Secret Alter briefly and explain what has just happened to Gadd. Next Luigi will grab the Mario painting and head back to the Lab.

LAB

Back at the Lab for the last time. Gadd will tell you that the mansion has disappeared, but you can keep the treasure that you earned. Gadd will then turn the Gallery Ghosts into portraits again. You should have caught the final seven ghosts and hopefully all 23 in total! After summing up your total cash earned in the game, Mario will be returned to Luigi. Yay. Job done.

Sit through the credits and find out your rank if you like. The portrait of the "mansion" determined by your rank can now be viewed in the Gallery.

At the end of the game all the treasure that you picked up throughout the mansion will be totalled up. You will then be given a rating. This is isn't a necessary part of the game, just a kind of Easter egg, just for fun.

- A Over 150,000,000
- B: 70,000,001 - 149,999,999
- C: 60,000,001 - 70,000,000
- D: 50,000,001 - 60,000,000
- E: 40,000,001 - 50,000,000
- F: 20,000,001 - 40,000,000
- G: 5,000,001 - 20,000,000
- H: Under 5,000,000

Your ranking will displayed on a portrait of Luigi's new mansion. The better your grade, the better the portrait. This can be viewed in the Gallery afterwards.

Some terrible news for those who own PAL copies. The 150,0000 G mark cannot be reached. There simply isn't enough gold in the mansion. It can be achieved in the hidden mansion, where you will find extra gold, but not playing the game through the first time. However, those on NTSC versions will find that the A Ranking can be achieved with any amount over 100,000,000 G.

There are 12 different types of monies in Luigi's Mansion. Here they are and how much one unit is valued at.

- GOLD COIN.....5,000G
- RED DIAMOND.....5,000G
- NOTE.....20,000G
- GOLD BAR.....100,000G
- BLUE GEM.....500,000G
- GREEN GEM.....800,000G
- RED GEM.....1,000,000G
- CLEAR GEM.....2,000,000G
- GOLD GEM.....20,000,000G

- SMALL PEARL.....50,000G
- MEDIUM PEARL.....100,000G
- LARGE PEARL.....1,000,000G

Once you have reached the end of the game, visit the lab. You will now have the option to go the Hidden Mansion. So what is the Hidden Mansion? Basically it is the same mansion and the same game but with a few differences.

- 1) First of all the rooms are inside out and back to front. Well not really, in reality the hidden mansion is mirror version of the original mansion.
- 2) The Poltergust 3000 are 1.5 times stronger. This might not seem like a lot, but this can make a real difference, especially against large numbers of

ghosts.

3) The ghosts in the Hidden Mansion are faster, stronger and harder to catch.

These are just a few key points. For a detailed guide into the Hidden Mansion follow this link-

<http://www.gamefaqs.com/console/gamecube/file/516494/46847>

I will not be adding a Hidden Mansion guide to this FAQ. It is basically the same game, with a few differences. This to me would be a very cheap way to earn KB on my CRP at GameFAQs, as it would near enough be a copy and paste job.

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|~12~                GOLDEN MOUSE LOCATIONS                [GMLN]|  
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There are 10 Golden Mice to be found around the mansion. Each time that you find and catch one, you will be rewarded with a ton of cash. Yay. The first 5 mice are found by using cheese. Then next 5 will appear randomly. Remember that these mice will only appear in the dark. You either need to find these before turning on the lights, or during the black out in Area Four.

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CHEESE MICE  
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- 1) Found in the Study, behind the desk.
- 2) In the Fortune Teller's Room, behind Madame Clairvoya's table.
- 3) In the Dining Room, behind the table.
- 4) In the Tea Room. Go to the left hand side and you will see it behind the table.
- 5) In the Safari Room, just in front of the pile of boxes.

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RANDOM MICE  
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- 1) In the kitchen.
- 2) On the first floor, near the Ball Room.
- 3) On the second floor, outside the Sealed Room.
- 4) In the Tea Room.
- 5) In the Sealed Room. This one is a real pain in the rear end. You need to go all the way up to the roof and drop into this room. If the mouse is not here then you need to go all the way back to the foyer and then all the way back up to the roof and repeat.

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.-----
|~13~                CASH GHOST LOCATIONS                [CGLN]|
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There are a number of Cash Ghosts to be found during the game. Finding them will earn you a pile of cash each time. For more information on Cash Ghosts go to the "Catching Ghosts" section.

- 1) Go to the Wardrobe Room. Found in the right hand wardrobe.
- 2) In the Study. Found inside the desk with the books on top.
- 3) Inside the Storage Room. In the boxes stood next to the chair.
- 4) In the Kitchen. Inside the left hand oven.
- 5) Inside the Butler's Room. Search under the stools.
- 7) In the Rec Room. Search the bag on the right hand side.
- 8) In Nana's Room. Inside the chair on the right hand side of the room.
- 9) In the Twin's Room. Climb up to the top bunk and use the Poltergust 3000. This will cause the ghost to appear.
- 10) As you enter the cellar search the table to your left. The ghost will pop out.
- 11) Look in the cabinet on the left hand side of the Dining Room.
- 12) During the black out search the stool by in piano in the Conservatory.
- 13) During the black out go to the Nursery and search the cot.
- 14) During the black out search the only empty chest in the Hidden Room. Here is a Cash Ghost.
- 15) To be found inside one of the chests in the Sealed Room.

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|~14~                BOO LOCATIONS                [BLCS]|
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Here is a list of the locations of all the Boos in the game. This is just a short checklist, for a more detailed description see the main body of the guide. After you have found all 50, you will be rewarded with a Gold Gem worth a tasty 20,000,000.

NAME	HP	LOCATION
Boo La La	60	Ballroom
GameBoo	50	Storage Room
BamBoo	30	Parlour

Bootha	50	Anteroom
GameBoo Advance	30	Wardrobe Room
TaBoo	50	Study
TurBoo	50	Nursery
Boolicious	30	Master Bedroom
Kung Boo	40	Mirror Room
Boogie	40	Laundry Room
PeekaBoo	40	Butler's Room
GumBoo	40	Hidden Room
Boomeo	40	Conservatory
Boodacious	80	Dining Room
Booligan	80	Kitchen
Booregard	100	Rec Room
Mr Booangles	50	Tea Room
LimBooger	100	Nana's Room
Booswoggle	100	Astral Hall
Boohoo	50	Billiards Room
ShamBoo	50	Projection Room
Booris	100	The Twin's Room
Booigi	40	Fortune Tellers Room
Little Boo Peep	100	Safari Room
Boolossus	N/A	Balcony
Boo B. Hatch	200	Breaker Room
Boorepedes	100	Cellar
Boomerang	300	Telephone Room
Boocaster	300	Clockwork Room
Boolivia	100	Sitting Room
Boonita	100	Guest Room
UnderBoo	150	Armoury
TamBoorine	200	Ceramics Studio

Booffant	300	Pipe Room
Boulderdash	150	Cold Storage
Bootique	300	Artist's Studio

|~15~ CASH-PLANT LOCATIONS [CPLN]|
'-----'

There a number of cash giving plants around the mansion. You need to water them using the Water Element and then they will release the dough. Simple. Here is a list of all the plants in the mansion, complete with the location.

=====
PLANT ONE - SEVEN
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LOCATION: There are six plants to be found on the Balcony, on the second floor. Make sure you take plenty of water.

CASH: Blue Gem, Green Gem, Red Gem, Green Gem, Gold Bar x3.

=====
PLANT EIGHT
=====

LOCATION: In the Master Bedroom.

CASH: Green Gem, Gold Bar.

=====
PLANT NINE
=====

LOCATION: Near the fountain in the Courtyard.

CASH: Green Gem.

=====
PLANT TEN
=====

LOCATION: Near the fountain in the Courtyard.

CASH: Gold Bar.

=====
PLANT ELEVEN
=====

LOCATION: In the Sitting Room.

CASH: Gold Bar.

=====
PLANT TWELVE
=====

LOCATION: In the Guest Room, near the bed.

CASH: Blue Gem.

=====
PLANT THIRTEEN
=====

This is the one in the Boneyard. Water this the first time when you first find it. Water it again after you fight Bogmire. Water it a final time after you fight Boolossus. You will be rewarded with a Gold Gem.

.-----.
|~16~ ENEMIES GUIDE [NMEG]|
'-----'

Here is a list of all the enemies in Luigi's Mansion. There is a brief description of the enemy, how much HP they have, the attacks that they use, how to defeat them and how much damage they will cause Luigi. The locations of where each ghost can be found is not necessary, so it is not included.

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BAT
=====

DESCRIPTION	These cluster in numbers usually above doorways.
HP	0
ATTACKS	Fly
TO DEFEAT	Suck them straight up.
DAMAGE CAUSED	5HP

=====
BLUE GHOST
=====

DESCRIPTION	A blue ghost. This is a rarity.
HP	30
ATTACKS	Slam the ground and a shockwave will emit from it.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	10HP

=====

BOO

=====

DESCRIPTION	The main enemy in the game. 50 of these to be found. See the "Catching Ghosts" section for more information.
HP	30-300
ATTACKS	Dive
TO DEFEAT	Suck up until HP drained.
DAMAGE CAUSED	5HP

=====

BOWLING GHOST

=====

DESCRIPTION	Looks like an Orange Ghost in yellow. It carries a purple bowling ball.
HP	0
ATTACKS	This will throw the bowling ball down the hallway at you.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	5HP

=====

CASH GHOST

=====

DESCRIPTION	Small and blue, will drop a pile of cash when captured.
HP	10
ATTACKS	
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	

=====

FIRE ELEMENT GHOST

=====

DESCRIPTION	These look pretty much like a Pink Ghost but are white in colour and will have an fiery sphere in its chest.
HP	20

ATTACKS	Punch.
TO DEFEAT	Use the Water Element on it. Now stun and suck.
DAMAGE CAUSED	10HP

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FLYING FISH

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DESCRIPTION	Found around water such as in the fountain. Its a fish.
HP	0
ATTACKS	Fly
TO DEFEAT	Suck them straight up.
DAMAGE CAUSED	5HP

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GRABBERS

=====

DESCRIPTION	Numerous colours. These will grab you from behind and take your health and your coins, until you shake it off.
HP	10-20 Dependant on colour.
ATTACKS	Grab and shake.
TO DEFEAT	Shake off with C stick. Then stun and suck.
DAMAGE CAUSED	Variable, depending on how long it has hold.

=====

GREEN GHOST

=====

DESCRIPTION	Large, green. Uncommon but strong, especially in numbers.
HP	40
ATTACKS	Throws banana skins.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	5HP

=====

ICE ELEMENT GHOST

=====

DESCRIPTION	These look pretty much like a Pink Ghost but are white in colour and will have an icy sphere in its chest.
HP	20
ATTACKS	Punch.
TO DEFEAT	Use the Fire Element on it. Now stun and suck.
DAMAGE CAUSED	10HP

=====

MASKED GHOSTS

=====

DESCRIPTION	Like Shy-Guys in appearance. Found in pairs.
HP	20
ATTACKS	Stab.
TO DEFEAT	Suck the mask from its face. Stun it then suck it up.
DAMAGE CAUSED	10HP

=====

MICE

=====

DESCRIPTION	Numerous colours. Small and inoffensive.
HP	0
ATTACKS	Mice can trip Luigi up.
TO DEFEAT	Suck them straight up.
DAMAGE CAUSED	5HP

=====

ORANGE GHOST

=====

DESCRIPTION	The most common ghost. Small and orange.
HP	10
ATTACKS	A charged punch. Waits a few seconds to charge it.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	10HP

=====
PINK GHOST
=====

DESCRIPTION	Similar to the Orange Ghost, but larger and less common.
HP	20
ATTACKS	Charged punch. Charge time is less than Orange Ghosts.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	10HP

=====
PURPLE BOMBER
=====

DESCRIPTION	Drops from the ceiling and throws bombs at you.
HP	0
ATTACKS	Bomb
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	5HP

=====
SKELE-GHOST
=====

DESCRIPTION	A skeleton ghost.
HP	30
ATTACKS	Throws bones at you.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	5HP

=====
WATER ELEMENT GHOST
=====

DESCRIPTION	These look pretty much like a Pink Ghost but are white in colour and will have an blue sphere in its chest.
HP	20

ATTACKS	Punch.
TO DEFEAT	Use the Ice Element on it. Now stun and suck.
DAMAGE CAUSED	10HP

=====

WAITER

=====

DESCRIPTION	Only two of these to be found in the game. In the Dining Room feeding Mr. Luggs.
HP	10
ATTACKS	None
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	N/A

=====

WHITE HANGER

=====

DESCRIPTION	A large white ghost that will drop from the ceiling.
HP	0
ATTACKS	None, this will merely drop from the ceiling.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	N/A

=====

YELLOW GHOSTS

=====

DESCRIPTION	Only a few of these around. Similar to Orange Ghosts.
HP	0
ATTACKS	Punch.
TO DEFEAT	Stun and suck.
DAMAGE CAUSED	5HP

Thank you to GameFAQs for the original hosting of this guide.

GhostOfLegault created the ASCII art, so big up to him.

Thanks to Mike, who explained how the twins should be found in the Twin's Room.

A big thanks to all my readers out there.

Let's not forget the FCB, everyone on there, who make FAQing a great experience.

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|~13~          CONTACT INFORMATION          [CTIM]|
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My contact email is truly.dexterous@hotmail.com. Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

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- Put the game name in the title of your email.
- Read all of the guide before contacting me. Make sure the thing that you email me about isn't already in the guide.
- Send me anything that you have to add to the guide. I would really appreciate any contributions to this FAQ.
- Praise mail. It's always nice to get good feedback.
- Tell me about a mistake I made, but not typos please, I'll sort them out if I need to.

D o n ' t

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- Send me emails in txt spk lik ths. Correct English please.
- Send me spam.
- Hate mail. I don't really need to see this. I don't care if you didn't like the FAQ.
- Add me to your IM contacts list. Send me an email instead!
- Email me asking me to join a group/club/forum. Thanks but no thanks.

~~~~~

Thank you, that's it until next time. See you around peeps.

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