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=~ 2) INTRODUCTION ~=
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For once, Luigi finally has his own game! As one of the GameCube's launch titles, Luigi's Mansion takes our favorite green-clad plumber and sticks him in the middle of a ghastly dilemma involving a mansion filled with spirits. This short, mediocre (IMO) game seems to be intended for showing off the GameCube's capabilities rather than being a full-fledged adventure title like Super Mario 64. Nevertheless, enjoy Luigi's temporary publicity before Mario overshadows him once more!

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=~ 3) STORY ~=
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Luigi's Mansion's storyline, from the instruction 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 mansion, 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 on 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 the 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 favorite 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 the prank-loving ghosts and find Mario?

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=~ 4) CONTROLS ~=
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This section describes the basic controls.

Control Stick -> Move Luigi

C-Stick -> Change direction of flashlight or vacuum

Start/Pause -> Pause

A -> Talk to characters, open doors, examine objects, etc.

B -> Hold down to keep flashlight off

time.

Key

A Key opens up a certain locked door. Check your floor map to see which door it's for. After defeating bosses, you're given a special Key that opens up a new area of the mansion.

Fire Element Medal

Location: Mirror Room (1F)

The Fire Element Medal allows Luigi to suck up fire spirits and use their fiery properties as an attack from his vacuum cleaner. The flames can be used to weaken ghosts with an ice element and also to destroy phony doors.

Water Element Medal

Location: Kitchen (1F)

Same as the above, but for water spirits. The water can be used against ghosts with a fire element. Try watering plants around the mansion for extra treasure!

Ice Element Medal

Location: Tea Room (2F)

Same as the above, but for ice spirits. The ice element is effective against water element ghosts.

Mario's Hat

Location: Laundry Room (1F)

Give it to Madam Clairvoya to learn more about Mario's situation.

Mario's Letter

Location: Courtyard (1F)

Give it to Madam Clairvoya to learn more about Mario's situation.

Mario's Star

Location: Observatory (2F)

Give it to Madam Clairvoya to learn more about Mario's situation.

Mario's Glove

Location: Projection Room (1F)

Give it to Madam Clairvoya to learn more about Mario's situation.

Mario's Shoe

Location: The Twins' Room (2F)

Give it to Madam Clairvoya to learn more about Mario's situation.

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=~ 7) PORTRAIT GHOSTS ~=  
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This section lists the Portrait Ghosts, where they are, and how to get them.

Neville

Location: Study (2F)

Description: Neville spends his afterlife reading all the books he missed while living.

Wait a while, and eventually Neville will yawn. This reveals his heart and lets you have the chance to capture him.

Lydia

Location: Master Bedroom (2F)

Description: She's stashed her secret savings away to prepare for her long afterlife.

Pull the curtain with the vacuum to reveal Lydia's heart.

Chauncey

Location: Nursery (2F)

Description: He cries loudly and never sleeps through the night, but since he was born a ghost, this seems natural.

Push the rocking horse, and then hit Chauncey with the beach ball to engage a boss battle. Check the walkthrough for further information, if you need it.

The Floating Whirlindas

Location: Ball Room (1F)

Description: Once the local waltz champions, they can no longer compete since their feet don't touch the floor.

Simply wait until the dancing couple stops and reveals their heart.

Shivers

Location: Hallway (1F)

Description: He wanders the house, endlessly searching for his master's will. He hopes he's included in it!

Hit his candles with fire as he traverses the hallway. He'll retreat back to the Butler's Room to put out the fire. Suck him up before he can do that.

Melody Pianissima

Location: Conservatory (1F)

Description: Despite playing moving melodies, she has a surly disposition.
Oddly enough, she loves video games.

Activate all of the instruments, and talk with Melody. Answer her question with "Mario Bros. 3" or "Water." Suck up all of her sheet music, and you can take her out.

Madame Clairvoya

Location: Fortune Teller's Room (1F)

Description: Her close connection to the spirit world lets her see nearly 49 days into the future.

Mr. Luggs

Location: Dining Room (1F)

Description: He prefers all-you-can-eat buffets to three meals a day. He ate himself to death but still wasn't satisfied.

Suck up all of Mr. Luggs' food on his plate to anger him. Dodge his attacks until he rests and reveals his heart.

Spooky

Location: Boneyard (1F)

Description: This creepy canine will sink its chops into any seemingly edible thing in sight.

Expel water in his dish, and capture Mr. Bones will he rises from the dirt patch. His bone will distract Spooky.

Bogmire

Location: Graveyard (1F)

Description: A product of the mansion's fear and despair, he's not sure who to fear or what to despair of these days.

See Area 2 in the walkthrough section if you need any help with Bogmire...

Biff Atlas

Location: Rec Room (1F)

Description: This kind body builder loves muscles and lillies. Why lillies?
They symbolize purity.

Punch the punching bags to stun Biff Atlas. Enough hits upside the head will knock the ghostly bodybuilder to the ground.

Miss Petunia

Location: Bathroom (2F)

Description: The Miss Ghost runner-up from six years ago, she hasn't had done much modeling work lately.

Pull back the shower curtain with the vacuum, and fill the tub with ice.

Nana

Location: Nana's Room (2F)

Description: She's still knitting the scarf she never finished in life. It now stretches to 871 feet.

Examine the table to knock over the yarn balls. Hit Nana with all three.

Slim Bankshot

Location: Billiards Room (1F)

Description: Slim's a legend in the world of competitive pool. Too bad he's never played a living soul.

As Slim is shooting pool, suck up the balls, and smack Slim three times.

Henry & Orville

Location: The Twins' Room (2F)

Description: The twins like to play hide and seek, but since they both hide, the game never seems to end.

Vacuum the helicopters on the ceiling to get it moving. Play hide and seek with the twins. After you win, suck in their riding toys, and then capture them.

Boolossus

Location: Balcony (3F)

Description: When the shy, timid Boos get together, they body and their attitude get BIG!

See the walkthrough section if you need tips for Boolossus.

Jarvis

Location: Ceramics Studio (3F)

Description: He loves his antique jars so much that he now lives in one. He can hardly contain himself!

Search Jarvis's room for a while, and he'll pop out of a pot. Win against Jarvis in his challenge, and you can get him.

Sue Pea

Foyer (1F)

Chat with Toad as soon as you enter here. After you do, the room lights up. Remember, you can save your game progress anytime by talking with Toad. Suck off the cover on the mirror. Although it might not appear useful right now, it will later on. If you search the mirror with the GameBoy Horror, it transports Luigi to this Foyer. These mirrors are found throughout the mansion.

Walk up the stairs to find eight Gold Coins lying on the ground. You will find this and many other kinds of treasures throughout the game. Enter the door by the top of the stairs when you're done fooling around.

Parlor (2F)

Number of Normal Ghosts: 3

Approach the candles towards the back of the room. Activate your vacuum to make them go out. The portraits on the wall begin to threaten Luigi about the incoming ghosts.

To help "encourage" a ghost to appear, turn off the flashlight and have Luigi's back face the room. Capture the spirits with the Poltergeist 3000. Once all three are done for, the room lights up and a chest appears with a Key. This is the pattern you will encounter in almost every room in the game. So, get used to it! :P

Play around with your vacuum on the pieces of furniture and light fixtures. Most times, this results in uncovering coins, money, and other goodies. I would recommend searching for treasure once you've eliminated all of the baddies.

Take the Key from the box and put it in the door in the back.

Anteroom (2F)

Number of Normal Ghosts: 6

For the first time, you'll have to take on two ghosts at the same time. Note that if you capture multiple enemies at once, they drop Hearts. Very useful if you need a health boost! Grab the goods from the chandeliers and pass through the door on your left.

Wardrobe Room (2F)

Number of Normal Ghosts: 6

This room introduces a ghost that eats bananas. Yes, quite a deadly combination indeed! Suck up the fruit dropped on the floor before Luigi slips on it. Those ghosts also throw bananas as you try to capture them. If you notice that no more enemies are appearing, open up the closed on the far left to uncover a ghost. You'll see similar situations in other places.

Nab the Key from the top of the clothes rack with the vacuum. You can find Toad in the room to your left. To continue on with the game, unlock the door near the stairs at the Foyer.

all of the Boos and hands over the Boo Radar. In order to progress, you must get AT LEAST five Boos. You have plenty of rooms to search, so this shouldn't be a problem...

Upon getting your fifth Boo, E. Gadd hints at Luigi to visit the Washroom. If you check your map, you'll notice that room is now unlocked!

Washroom (1F)

Talk to the crying Toad to learn he had "accidentally" dropped an item in the toilet (considering his height, he probably had to toss it in there :P). Examine the toilet, and a Key pops out!

Fortune Teller's Room (1F)

Focus Luigi's flashlight on the crystal ball to make Madam Clairvoya appear. Chat with her for a bit, and she'll explain she can tell the future by possessing dropped items. Don't worry; you will find them soon enough!

Go through the door on your right.

Mirror Room (1F)

Number of Normal Ghosts: 6

Nintendo throws you an interesting twist in this room. Ghosts now appear invisible! To locate them, you must look into the rather long mirror on the wall.

The oversize chest contains the Fire Element Medal. E. Gadd interrupts and informs you of what it does exactly. You can now collect fire for your Poltergeist by sucking in the fire spirits scattered through the mansion!

Do that, and experiment with the element. Light up the candles in the two corners to remove the spiked barrier on the door.

Fortune Teller's Room (1F)

Use the fire element on the candles in this room. A Key falls on top one of the pillars.

Hallway (1F)

Instead of heading right to the unlocked door, run through the corridor near the Washroom to discover a walking candlestick. As if you couldn't guess, expel some fire on it. Shivers becomes frightened by the fire and escapes. Follow him!

Laundry Room (1F)

For the moment, ignore this room, and go after Shivers!

Butler's Room (1F)

The butler will sit down on his stool and attempt to put out the fire. As he's doing this, bust out the vacuum, and suck him in!

For an extra treasure bonus, search the mouse hole on the right wall with the GameBoy Horror! Luigi will be warped into the adjacent room.

Hidden Room (1F)

Number of Normal Ghosts: 4

None of the ghosts will appear by normal means. You have to search all of the chests. Some contain treasure, and others have an enemy. Unlike the typical foe, you must hit them with fire to weaken their heart. Blind them with the flashlight, and proceed like normal. The chest contains the three types of gems you can collect. Those three alone give you 1,000,000G! Back-track to the Laundry Room.

Laundry Room (1F)

Number of Normal Ghosts: 4

Grab Mario's Hat from the washer after you've taken out the ghosts. Then pay a visit to the Conservatory.

Conservatory (1F)

Touch all of the instruments to make them play the familiar Mario theme song. Melody Pianissima can then be found on the piano. She plays a piano sonata and will ask you a question regarding it. The answer will either be "Mario Bros. 3" or "Water," depending on which tune she plays.

Capture her music sheets, and then you can capture her.

Dining Room (1F)

Grab a fire spirit from the torches, if you don't already have some fire element in your vacuum. Then use it on the six candles on the table. Doing this lets you see Mr. Luggs and his plate of "food." Suck in the stuff on the plate. As soon as you start to, a couple of waiter ghosts will try to refill the lost food. Either capture them, or stun them with the flashlight. Then proceed to empty Luggs' plate.

Mr. Luggs won't be too happy to see you destroy his lovely meal. He will spew out fireballs in Luigi's direction. Keep evading them, and eventually the oversized ghost will pant and stop to rest. Capture him during that.

Your reward for this room is a Diamond in the chest. Yummy!

Kitchen (1F)

Number of Normal Ghosts: 1

Your first task is to suck up the flying pots and pans. Once that's out of the way, open the fridge (do it from the left side of the front door, unless

you where Mario is being held captive. Then, suck in the ghost by the well's ladder to gain a Key.

Courtyard (1F)

Continue on, and examine the birdhouse for Mario's Letter. Toad is hiding from the ghosts in the outside. Knock on it from a side so Luigi doesn't get slammed by the opening door. When you're finished chatting with the mushroom midget, unlock the nearby door to the Rec Room!

Rec Room (1F)

Biff Atlas is in here lifting weights. To gain his attention, hit one of the punching bags so it wallops the poor ghost. Do this two more times to pin him to the ground, leaving you adequate time to nab him.

This chest contains yet another Diamond! Woohoo! Take a stroll on the treadmill to receive a Key. Although this particular one is totally optional, it saves you the effort of constantly having to walk through the Courtyard to get anywhere.

Hallway (2F)

Douse the flames on the door after you trek up the staircase.

Tea Room (2F)

Number of Normal Ghosts: 2

There are a couple flying plates in this room, but they're hardly a threat to you. Step on the arrow pad on the floor to walk on the ceiling. Use it to reach the treasure chest with the Ice Element Medal on the table.

Check the drawers on the right for a Red Gem. And, of course, take some ice element from the bucket!

Hallway (2F)

Walk left through the hall, and enter the door to the Bathroom.

Bathroom (2F)

Use the vacuum to pull back the shower curtain on the tub. Toss some ice into the water to freeze Miss Petunia. Then proceed to trap her!

The Key from the chest will take you to Billiards Room on the first floor.

Billiards Room (1F)

Slim Bankshot is found her playing pool by himself. As he shoots off the three balls from the table, suck up one, and chuck it back at him. The third hit will stun Slim and show his heart. If you fail to nab the ghost in one go, you'll have to hit him again.

And your reward is your third Diamond! Head right..

Projection Room (1F)

Number of Normal Ghosts: 7

Tap the projector's table to get the ball rollin'. Like the Mirror Room, all of the ghosts are invisible. You have to rely on their shadows to locate them. There's also quite a few enemies to capture here, too!

The item found in this chest is Mario's Glove. Two more Mario items to go!

If you want a bit of treasure, pick up a water spirit from the Courtyard, and visit the Washroom on the second floor (right by the Bathroom).

Washroom (2F)

Number of Normal Ghosts: 1

The only baddie here is hiding inside the toilet. Tap on it, and hose down the fire ghost with your water to weaken it. The chest in this room contains several goodies for the taking.

Now, run to Nana's Room! It's the door across from the Bathroom.

Nana's Room (2F)

Knock on Nana's table to topple over the yarn balls. Suck up every one, and smack the unsuspecting ghost with them. Failing to do so means you will have to reenter the room, and start all over again.

The Key from Nana opens the door to the Twins' Room...

The Twins' Room (2F)

To summon the twins, Luigi must use the vacuum and pull the planes on the ceiling around in a circle. The easiest way to do this is to concentrate your power on one plane and walk around; don't just stand in the middle!

Get ready for one of the more annoying parts of Luigi's Mansion! Agree to playing hide and seek with the twins. Exit, and enter the room again. The twins have placed five toy boxes around the room. Your objective is to select the two boxes that they're hiding in. The only "easy" solution is to pick two, and stick with them until the twins are hiding in those boxes. It may take quite a while, but they will eventually!

Upon finding them, the twins call Luigi a cheater and attack him. Simply suck in the toys they are riding on, and then you can capture them.

Your item reward this time is Mario's Shoe. Before progressing, get a fire spirit (check the Mirror Room) and travel to the Astral Hall, found on the second floor.

Astral Hall (2F)

Clockwork Room (3F)

To get the soldiers moving, activate the clocks scattered around the room by hand. Suck off the back part of each Clockwork Soldier so you can capture. As you try to capture one, the others will attack you with their pop guns. Don't be surprised if you take a beating here! :P Try to concentrate on nailing one at a time.

Once you are ready, ride up to the roof by stepping onto the platform inside the toy clock house.

Roof

Number of Normal Ghosts: 8

Take out the six Shy Guy ghosts dancing around the campfire. Take a fire spirit from the fire, and then eliminate the ice ghosts that appear. Grab the Key from the chest on the left chimney, and, next, jump down the opening found on the right chimney.

Sealed Room (2F)

Number of Normal Ghosts: 4

Ow! My eyes! Too many sparkling things!

First things first. Take out the ghosts, and then loot the room! Suck off the cover on the wall to discover a mirror. Search it with the GameBoy Horror to teleport back to the Foyer.

Foyer (1F)

Travel to the Sitting Room on the second floor..

Sitting Room (2F)

Number of Normal Ghosts: 6

Capture a fire spirit from the center candle, and light the candles on the wall. Suddenly, several ghosts will teleport in. They're an easy variety, but battling so many at once is annoying. After that, two fire ghosts appear.

Guest Room (2F)

Sue Pea does not want to be disturbed but shoot water on her to change that. Enough water will reveal the ghost's heart. Watch out for the flying toys!

To reach the treasure chest, exit room, and it will shift back to its normal position. Then go back in and take the goods. Return to the third floor once again.

Armory (3F)

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