

Luigi's Mansion FAQ/Walkthrough

by Chaos Demon

Updated to v0.02 on Nov 21, 2001

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To rescue your brother, you'll need one heck of a complete guide!

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Luigi's Mansion (GCN)

FAQ/Walkthrough

Written by: ChaosDemon (vampiro_07@hotmail.com)

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Last Updated: 2K1/12/27

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Well, it's the Gamecube launch title, and with Luigi's brother, Mario, they're both part of history-in-the-making systems. Mario was the launch title for Nintendo 64 and his brother is now part of the Gamecube launch. With my jaw-excersize out of the way, here we go.

Area 0 & 1 of Walkthrough completed...

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L E G A L

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Now with all that out of the way, let's get on with the Version History! :P

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V E R S I O N H I S T O R Y

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12/27/01 01:25 PM - A lot of progress, I'm upto Washroom 1. But that's where it stops. More to come soon.

12/25/01 04:51 PM - Merry Christmas! I'm really enjoying X-mas today, and I'm going to a party today.

12/13/01 09:39 AM - Nice progress, started Area 2, hope to complete.

12/01/01 07:13 PM - Very long since my last update...and bigger progress today, just 5 rooms of walkthrough.

11/20/01 03:49 PM - After another 5 days, no progress. Just some walkthrough (one room).

11/15/01 01:38 PM - 5 days since my last update, and there's not much progress. Added *very*, *very* little bits of walkthrough.

11/10/01 11:57 AM - Yes sir ree, the first ever Gamecube FAQ from yours truly. And I'm excited to get this one under way, so I'm gonna stop with the talking and start on the content!

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I N T R O D U C T I O N

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Wow, you're thinking this right-off-the-bat: "Oh my god, this ChaosDemon guy lost his mind, Luigi's Mansion? Luigi's Mario's faithful sidekick!, he doesn't have the right to star in his own game!" If you're thinking this,

you need to get out of your closet a little more these days. Luigi's Mansion is one of the most anticipated titles for the Nintendo Gamecube. The Nintendo Gamecube is the next generation of gaming, with the crisp graphics and now a wireless controller?! With a launch title of Luigi's Mansion, the Gamecube is at least worth a look at. And the price of Gamecube starting at 299\$ Canadian? I say why not? Just remember one thing, Luigi's Mansion, it isn't typo, it's really life, pal.

It's about time you take a pinch at yourself to see if you're not dreaming or not. But Mario is "strangely" missing, and when the main character is missing, you'll need a good substitute. And if you really think hard, why not Luigi? It's finally time for Luigi to step out from the shadows and into the light, but unfortunately, Luigi will need a pretty decent LIGHT to help him out in this Gamecube launch title...

Now with the business aspects of the game explored, let's get to the gameplay part of the game. Luigi this time leads the way for the cast, rather than being number two every single time. Luigi wins a contest without any contestants in it. And his prize you say? A huge mansion, and this is HUGE, I mean H U G E! But, huge mansions, creepy painting, weird noises, a nutty professor always leads up to one result...the ghost hunt of your life.

Luigi is frightened the first time he lays his eyes on this huge mansion, and when he steps in, it gets just even worse for our beloved friend Luigi. This nutty professor offers information and a vacuum cleaner to help Luigi rid the ghosts that haunt Luigi's Mansion and thus starts a great game of epic proportions...

=====
L U I G I ' S M A N S I O N Q & A
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Welcome to Professor Demon's Q & A part of his _good_ FAQs! You can email me with your questions too at: vampiro_07@hotmail.com

Q: Are you REALLY not nuts, I mean you're writing a FAQ for a game called "Luigi's Mansion"!

A: No sir ree, I am not crazy, and if I was, would you be reading this on GameFAQs right now? But now that you think of it, we're all a little crazy in one way or another...

~~~~~

Q: No really, are you crazy?

A: NO!!! I am not crazy, and if you ask that question again, I'll be forced to cry like a girl!

~~~~~

Q: Okay, okay, settle down tiger. Where can I get my own copy of Luigi's Mansion? (if it actually exists that is)

A: [Growling] Yes...it...does...exist...you...can...buy...a...copy...of... Luigi's...Mansion...at...Electronic...Bountique...or...Wal-Mart...Future... Shop...or...your...local...electronics...store

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Q: Will Luigi's Mansion only be about slaying ghosts and stuff? 'Cause that



Gamecube launch title, the camera stick is designed for Luigi to aim where he wants the flashlight and the Poltergust 3000. This is crucial to capture the ghosts that lurk the mansion.

#### A button

-----

The main action button of the game. Use it to open doors, tap walls, and to move or shake objects. If you're not near an open door, a wall, or an object, you'll make Luigi scream out: "Maaaaaaaaaaaaaaaaario!!!"

#### B button

-----

When holding down the B button, you'll shut off the flashlight that Luigi depends so much on, leaving the poor guy alone in the dark \*duh-duh-duh\*. You can use this to your advantage though, you can easily startle a ghostie. To do so, when you know you're near a ghost, quickly release the B button to stun the ghost in this room. Poor ghost, he never saw it coming.

#### X button

-----

By holding down the X button, you'll toggle on the Game Boy Horror, Exploration mode. Why should we use the Game Boy Horror you say? Well, you can use this to look at something closely or maybe you just want to look at the mansion with it's beautiful graphics. For some ghosts, you'll need to look at their hearts to learn how to defeat them. The Game Boy Horror is also necessary if you want to find the hidden rooms with some extra cash, a.k.a, \$\_\$, a.k.a ching-ching!

#### Y button

-----

By pressing the Y button, you turn on the Map screen. Press up or down on the analogue stick to see cycle through the floors available, and press left or right on the "A" stick to rotate the map. Press the A button to zoom into a location and press the B or Y buttons to put away the map.

#### R button

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The R button switches the Poltergust 3000 on allowing you to capture ghosts or rake in the items. Hold down the R button for rapid-fire old-school vacuuming.

#### Z button

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By pressing the Z button, you'll switch on the status screen. Doing this is, yes, you guessed it, also useful! In the status screen you can check out the items you've located, cash you've "earned" and as well as check out info on the portrait ghosts you've captured.

#### START button

-----

Yes, you've guessed it, press the Start button to pause the game. Umm...you can use this when emergencies for the washroom break in, or you want to somethin', etc., etc...

#### Boo Radar

-----

This small dot in the right corner of the screen will let you know when a Boo is nearby. Boos will only appear in cleared rooms. If the Boo Radar shows blue, there are no Boos in the room. If there is a Boo in the room, it will show yellow. Boos hide in objects, so you'll need to move around the room. When the radar flashes yellow, you are getting closer. When it

flashes red, you have found the Boo. Vacuum the object to flush out the Boo.

Note: The Boo Radar won't appear until after you've released the 50 Boos.

## Element Counter

-----

The Poltergust 3000 is a really good weapon for you to use. It's a really unique vacuum because it can capture ghosts for you AND, that's right AND it can be powered by three different elements. The three elements are: water, fire and ice. By vacuuming up the elements, you'll fill up your Element Counter. When you dispel an element (for example shooting water out of your Poltergust 3000) your element will eventually be used up and yes, that's a bad thing. While using an element, keep one eye on the counter so you won't "accidentally" use it up, and when you seriously need it, you won't have it.

## Professor E. Gadd's Laboratory

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When the game starts, you'll be in the Professor Laboratory. You can think the professor's lab. as the "Ghost busting Headquarters". Whenever you A: restart the game, or B: beat a boss, you'll be transported back here! Here's the list of things you can do here

- Pressing Room - The Pressing Room is where defeated bosses are stamped into portraits for your lovely Portrait Gallery.
- Training Room - Obviously Mario didn't hit the training room, or he wouldn't have gotten lost in the mansion. Hone your ghost busting skills here so you can tackle all the bad things that go bump in the night.
- Portrait Gallery - Check out the portraits you've found and see just how many you have left to find.

## Types of Ghosts

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There are a few different types of ghosts. Each requires a different strategy to beat. To beat any ghost you must expose their heart; then you can suck them up with your Hoover. The trick is getting their hearts to show.

Normal Ghosts - These ghosts can have some different looks to them, but all are easily sucked up by Luigi's vacuum cleaner. Flash them with your flashlight (sadly, there is no button that makes Luigi drop his pants) and then turn on your vacuum cleaner. You'll need to keep the vacuum cleaner aimed on them until they are completely disposed of.

Masked Ghosts - Some ghosts wear masks, making them a little tougher than regular ghosts. The trick is to suck off their mask first. Once maskless, they are just like regular ghosts and can be stunned by your flashlight.

Cash Ghosts - These are tough ghosts to nab. They hide in cupboards and closets, waiting to scare poor little Luigi. You will have to flash them quickly and then suck 'em up. They disappear fast so be on your guard whenever opening a cupboard, cabinet, drawer, or closet. If you manage to catch one, he'll leave behind goodies like gold, money, and gems.

Fire Ghosts - These nasty fellows have a fire protecting their hearts. To beat a Fire Ghost you'll need to attach a Water Emblem to your vacuum cleaner. This will let you spray water to put out the fire protecting the heart. Once the fire's out, you can treat these babies like regular ghosts.

Water Ghosts - Like Fire Ghosts, these ghosts have protected hearts. Use the Ice Emblem with your vacuum cleaner to chill out.

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C H A R A C T E R S  
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Luigi  
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Why would the game be called "Luigi's Mansion" if Luigi's not in the game in the first place? And this time, Luigi is the playable character, not Mario! Luigi, being the unique guy that he is, is even more unique as a main character. how come he's a hero that's: a)afraid of the dark b)frigten by ghosts and c)gets startled every single time someone...something touches him? Even though he's just like an average shmo, Luigi's is prepared for what's ahead.

Professor E. Gadd  
-----

Professor E. Gadd is the nutty professor in this game, but he's more like a mentor. Professor E. Gadd offers information and your main weapon: a..vacum. Nope, that wasn't a typo. Professor E. Gadd supplys Luigi with the tricked-out vacum to snag the ghosts and rid Luigi's Mansion of the haunted madness. It doesn't appear to be a great weapon and (if my active memory serves me correctly) this is the first time in history that a video game character uses, not a sword, nor a gun, to slay enemies but a Vacum Cleaner.

Big Boo  
-----

The Big Boo from many other titles(notably Super Mario 64) has one thing in his mind: vengeance. Not only is he the leader of the Boos, but he's already snagged one half on the dynamic duo known as "Super Mario Bros." and he's out to snag the other half, Luigi, is victim number two, but will he suceed, or get captured-into-a-vucum-cleaner trying?

Mario  
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Not only is he not the main character anymore, but he took the role of the "being rescued", Luigi is out to rescue his red counter part and he's going to need your help doing it.

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I t e m s  
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Welcome to the item section! I'm going to tell YOU every single item available for you in Luigi's Mansion! When searching for the many ghosts in Luigi's Mansion make sure you search every nook and cranny in the Mansion for items, too!

Poltergust 3000(the vacum)  
-----

Your Primary weapon against the lurking ghosts in your mansion, is your most reliable. You'll need this vacum to suck in each of the ghosts and take retire them...permanetly.

Game Boy Horror(GBH)  
-----

Professor E. Gadd will not only give you the Vacum, but he'll also hand over the variation of the portable video system known as the Game Boy Color, the Game Boy Horror. The Game Boy Horror(GBH) will provide you with information



and an interlink connection with Professor E. Gadd.

You can use your Game Boy Horror to view a map of the mansion, see the immediate area from a first person perspective and gather clues. When the Boos escape, your GBH[Game Boy Horror] will help you find them.

#### The Flashlight

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Here's the secondary item of your arsenal, you will need the flashlight to stun the ghosts in their tracks and then take them in with the Poltergust 3000. The Flashlight is somewhat a bit more used than the GBH, making the flashlight the secondary weapon.

#### Hearts

-----

A lot of ghosts pack some really mean attacks, and that causes Luigi to reel. Luckily, thanks to these helpful Hearts, you can heal the wound(s). When your heart meter is lowering, you can find big and small hearts to refill that meter of yours, and that's something to be grateful for.

#### Cash a.k.a \$\_\$ a.k.a ching-ching!

-----

It's an old tradition for Mario and Luigi to locate gold coins, but the stakes just got a little higher in Luigi's Mansion. The treasure that can now be located in Luigi's Mansion include dollar bills, pearls, diamonds and even gold bars! This is just another reason to play Luigi's Mansion. :)

#### Mansion Keys

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Once you've conquered a room with a bunch of spirits, you'll usually earn a useful item. Most of the time you will earn a Key, allowing you to go to other rooms in the mansion. Remember to explore a lot, 'cause the former hero known as Mario will need your help.

#### Saving Toad

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Locating Princess Peach's assistant, Toad on several occasions on your twisted quest. Locate Toad to save your progress -- or non-progress to your GCN Memory Card. It's important to save often, in any game.

#### Shrinking Shroom

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Touching these deadly, spotted mushroom things will cause havoc for Luigi. It won't poison him, but it'll shrink down and that'll make Luigi lose his ability to capture ghosts for a short period of time. When you see one of these things, keep from a safe distance until they disappear.

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W A L K T H R O U G H

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ASCII Maps

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#### KEY

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EW: Element Water

EF: Element Fire

EI: Element Ice

START: Start

S: Save Point

1st Floor

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Area 0

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a) Foyer

In the start of the game, you'll be in the Foyer point of Luigi's new mansion, with only your trusty Flashlight and your determination to finish this thing. This level doesn't have anything for you do, so you should work on some ghostbusting moves. You can look around at your surroundings, and practice using your flashlight (I.E. switching it off). Do some callings for Mario (but there will not be a reply from him). Go around and check the locked doors and scan the Foyer. Now head back to the entrance, now, a key should appear. Grab it and run up the stairs and to the double doors. Press the A button to use the key and open the doors. Now sit back and watch the cinema. This cut-scene is about introducing a fellow named Professor E. Gadd who saves Luigi from ghosts. You'll now be taken to the Professor's ghost reasearching laboratory.

b) Professor E. Gadd's Laboratory

Now that you've learned more about the whole issue with Mario and that he's in some serious trouble. If you want to even come close saving Luigi's brother, you'll need some serious A+ skills. So, let's get training! The professor will send you to the Training Room so you can get work your skills up. Now, to survive the challenges ahead, you'll need to train really well. Some key things are: using your flashing your flashlight at ghosts will stun them. Once their heart is in your sight, use the Poltergust 3000 to capture the ghosts. After your short training is over with, the Professor will offer

to take you to the Portrait Room, or you can start with your journey and look for your brother.

Look around in the portrait gallery and talk to Professor E. Gadd. He'll tell you about the twenty-two ghosts that escaped from their respective portraits. Now that you've learned more about the background, you'd probably want to actually do some playin' right? Thought so. Okay, talk to the professor and say you want to go back to the lab. He'll ask you where you would like to go here and choose the mansion to begin the most anticipated quest of the season.

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#### Area 1

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##### a) Foyer

Welcome back to your mansion! Arriving here is your first test, conquering what's ahead will be a little harder...OK let's get on with the walkthrough! You'll see Toad crying as soon as you get it. Watchout for the chandelier above, if you step under it, it'll fall on you. Talk to Toad to save your game. If you want, you can use your Poltergust 3000 to suck in the carpet so Luigi can take a look at how good of a good-lookin' guy he is. Now quickly run up stairs. \*ChaosDemon's One minute tip\* Always remember to shake objects to reveal some helpful items. If you can't shake them, try using the Poltergust 3000 on them. Shake anything from vases to drawers.</ChaosDemon's one minute tip> Try shaking stuff here, once you've collect enough items, head into the double doors.

##### b) Parlor

The parlor seems to be rather not-interesting at first -- but first looks can be deceiving, right? Right. Start off using your vacum cleaner on some objects in the room. What to use on you say? The lamp, the desk and tables are good starts. You can also receive a heart by knocking on the screen in the back corner of the room. Also, don't forget to use your Poltergust 3000 on the chandelier. Now get ready for one heck of a fight. Blow out the candles on the back wall surrounding the portrait (bearded dude with a big snoz). With the candles out of the way, the ghosts are cued to make their un-welcomed appearance. Now quickly give them a big shock with the flashlight and take them to school (by this I mean, capture each of them with the Poltergust 3000 ;)

With the ghosts defeated in this room, a treasure chest will appear to reward you for your accomplishment. Now if you want some even extra earnings, knock on the cabinet behind the trasure chest to get some coins. Use the key you just got to enter the next room.

##### c) Anteroom

When you enter the room, the door shuts on you (now that's kinda rude don't ya think?) there's really nothing for you do here except tackle ghosts. So, remembering what you did in the last room, do same here, use flashlight to freeze and then take them in with the Poltergust 3000. There's a lot of ghosts in here, so if you get hurt, shake the tables to get some hearts. Defeat them and enter the next room.

##### d) Wardrobe Room

There's some things to look out for, you gotta watch out for some of those nasty green ghosts. Why should I look out for them you say? They throw some

bannana peels on the floor and that can cause Luigi to fall on his behind [Ouch!] There are four ghosts that can easily be seen. The last ghost is hiding in the closet near the right corner of the room. Shake the closet to make the coward or a ghost come out. When the lights come on, you'll be able to find a key on the coat rack.

#### e) Small Balcony

In this next area, you'll see Toad crying. Give him the 'ole "Hello" and he'll save your game. Now you gotta head back to the Foyer. What's the point? You now have the ability (key) to open the door to the left. But wait, before you open the door, Professor E. Gadd comes in and warns you that the ghosts ahead will be tougher than the ones you've previously faced. It's your opinion to decide whether it is or is it not. Maybe he's just trying to scare you? Something to think about...

#### f) Second Floor Hallway

Piece of cake, look around for a little ghost mice, capture it. If you leave it along, it'll end up hurting you, and yes that's a bad thing by the way. Now head into the first door you see.

#### g) Study

Now in this room, you have one prime target, and that's the ghost on the rocking chair. To protect himself, he'll make books come at you with some what speed, try to avoid these as much as possible. There's something you should do before you go at the ghost. Maybe you're interested in some cheese? Do it, it's worth it, you'll find out why now: head to the back of the desk use the Game boy Horror (hit the Y button) and now in exploration mode, look around for some cheese. Find it and hit the A button. Exit the Game Boy Horror mode and look out for a gold mouse to run accross the floor. Using your trusty Poltergust 3000, capture it to earn some money. \*ChaosDemon's one-minute tip\* Yes, it's another one. Gold ghosts can only be captured on an uncleared room, meaning, you haven't defated all the ghosts yet.

With the gold mouse out your way, it's time to handle the dude on the rocking chair. You won't be able to see him when Luigi is staring at him directly. Head to the right side of the ghost and have Luigi's back towards him. At this point and time, he should stop reading his book. What do you do now? Attack him of course! Make a quick turn to face him and then use the Poltergust 3000 to take him in. He has 100 health points, so remember to keep on vacuuming until he's fully taken in. Once the lights go on, another treasure chest should appear. Open it to retrieve the key to the next room.

#### h) Master Bedroom

Here comes another room. This next room's prime target it located on the bureau, she's sitting on it, coming her hair (what hair?!) This one's a relitively an easy one to beat, all you gotta do is know how. Aim the Poltergust 3000 at the right curtain near the corner of the window to pull the curtain back. There will now be a hole in the window causing a draft. The ghost will now get up to ATTEMPT to close the curtain, yes, ATTEMPT. Get it? Turn at her NOW and use the Poltergust 3000 to take her in. Her heart won't be out for too long. Take her in and the lights will come out. Goto the treasure chest and open it to snag yet another yet,

#### i) Nursery

Don't worry, this is the semi-final room, or the second last room of Area 1,

yep, that's right you're always done! But unfortunately, getting there maybe a little difficult. What am I getting at...good question. There's a boss coming in about a matter of seconds! Or maybe minutes, okay, okay, a couple minutes. If you've taken some abuse, and needs some healing, I got exactly what you're lookin' for. Use the Poltergust 3000 on the dresser beside the door to grab a full heart to heal all of the damage taken. Let's get on with the "slaughtering"(I really like that word) shall we? Alright, use the Poltergust 3000 on the rocking horse thingy until you make a baby ghost appear. If you like to think so, he's kinda cute right? Maybe, but he ain't that friendly.

Those darned teddy bears will now start lunging at you like crazy, it might not be that necessary, but it is for the bears. So show no mercy and release Poltergust 3000 vengeance on them (it isn't that hard to take them in by the way) Now focus your attention on the ball on the floor. Take it with your Poltergust 3000 and hold on to the R button. Take a good look at the little baby and release! The ball will hit the baby right on the head, yep, square on the head. That gotta hurt right? Probably it will, and now he gets even more angry. He shrinks Luigi and then takes him into that awful crib of his.

#### j)The Crib

The baby is not cranking. Hmm...I'm wonderin' why isn't it whining like a baby yet? Well, forget about his feelings and get ready to take him to school. He should think again before invading into your territory again, eh? Actually, you kinda invaded his territory right? Anyways, let's get on with the fighting. The baby has three main attacks: the rocking horse thingy, which happens to fly over the crib for some reason. To avoid the rocking horse thingy, just get out of the way, it always seem to fly straight. As for the second attack, the baby will drop some balls at you dodge them and the last ball will remain on the ground. Use the Poltergust 3000 and take it in, hold the R button to hold onto the ball. Take good aim and release the R button at the baby to hit him. Now the kid will be ready for some Poltergusting. Take him in as much as possible.

You probably won't be able to take him in completely the first try, and if you don't, here comes the third attack. He's gonna do some belly flopping around the crib. To avoid this, just stay out of his way. Repeat the tactics to beat him and you'll eventually beat that darned baby. You'll get back to the Nursery now and return to your normal size. Open the treasure chest to receive a Pink Key. Professor E. Gadd will now bring you back to his lab to show you his Ghost Portricationizer. Well, that's Area Number One down, only three more to go! You'll have to figure out the next parts for now, and I'll be back with more next time.

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### Area 2

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#### a)Foyer

The first Thing I should do is: Welcome to Area number 2 of Luigi's Mansion! That was the good news. Now, for the bad news: it'll just get a little harder did I say little? I mean lots. Hey, I didn't mean to scare you, but what the heck, You can't live a lie. Alright now it's time for the Foyer walkthrough, and it isn't that hard. Head down to the bottom floor and then into the double doors. The energy field surrounding the door will now be disappeared allowing you to go through. So, use the pink key you picked up by defeating the boss in Area 1. And thus, ending our adventure in the foyer.

#### b)First Floor Hallway

We are now at the First Floor hallway. Make a turn to the right and continue to do so until you reach a hallway on your left. Just a little reminder to you: when going down hallways, inside rooms, etc, always remember to use the Poltergust 3000 to suction in on objects for items, more money and stuff like that. Also, just try to shake pots when [and] where you can. When going down the hallway, some ghosts will try and scare you[Luigi]. You can a)ignore them, or b)shine the Flashlight at them. Either way, it's your call. You should soon reach the end of the hall, take a left and follow the hallway, turn right when you can. There's only one door you can open, and that's the very last door on the left side of the wall. Open it to reach...

#### c) Bathroom 1

The bathroom contains two ghosts for you to handle, and they \*can\* be tough because you're in such a small room. The room will be dark, which (you probably figured this out by now) makes Luigi a prime target for...grabbing! So in the likely event of when that happens, keep pressing up and down on the control[anologue] stick to break free. Turn around and give them a good dose of light to stun them. Then use the Poltergust 3000 to bring 'em in. With the ghosts taken care of, let's grab the key. Which is located in the shelf near the bath tub. It's time, it's time, to...head back into the hallway! :)

#### d) First Floor Hallway[again]

[This part thanks to IGN Guides]

Head down the hallway towards the door you just found a key for. Use the map if you aren't sure which door it is. Use the key and enter the room.

#### e) Ballroom

In the Ballroom, there are a total of six-masked ghosts that you'll need to clean up. To do so, use the Poltergust 3000 to take in the mask, then give them a friendly dose of light. With the mask taken off, you'll need to use the vacuum to take in the ghosts. Repeat and the six will be gone. One more note: they'll \*attempt\* to disappear when you suck off their masks, if you manage to take them in when right after the 'mask-move', you'll have it more easier. If you don't, wait until they reappear again, then use the Poltergust 3000 to get rid of the ghosts. When the six ghosts have been taken in, you'll need to take in the portrait ghost.

The checkered floor will start spinning. You'll now need to step on the floor to make ghosts come out dancing. Show them your back and the man's heart will come out. Quickly turn around and use the trusty vacuum to take him in! Take care of the other ghost the same way and with this room ghost-free, a treasure chest will come out. Just incase you're wondering, there's a key in there. Use the key to open the door in the back of the room. Open the door to continue.

#### f) Storage Room

Right when you enter the room, you're not welcomed. A purple ghost will charge the heck out of you if you don't take him in right away. With that pointed out, I have to tell you about another thing. A RED ghost this time will hug Luigi from behind. It's best if you take care of the hugging red ghost first. These two badies can cause a big challenge for you. Why? Because they can cause a lot of damage, that's it. With the ghosts taken down, there's something you got to do first. If you look at the mirror, you'll probably see a red button behind you. If not, use the Gameboy Horror(GBH) to

look around and you'll see it. Go and press the button. You should then notice that the west wall be gone, allowing you to continue.

It's now time to take a challenge in. Head through the left wall and look for a portrait[sign] marked "DANGER" and use the Poltergust 3000 to take it in. This will reveal a button behind the sign. If I know you (and I probably do) you'll press the button. So, press it already! Upon pressing the button, you'll release 50 Boos, lead by King Boo himself. Now the 50 Boos will have made their way to rooms of the mansion. Alright then, I made a mistake. You shouldn't of pressed that button. You should've left it there and this wouldn't of happend. Blah...blah...blah but anyways, Professor E. Gadd will now take you back to his lab and explain a little more about the ghosts.

#### g) Foyer [again]

Alright, by freeing those Boos, you'll need to learn how to use the BOO RADAR, and the Professor will teach you how (Or refer back to the Basics section. Now that know how, head upstairs again. You will now need to take down five Boos in order to progressing the game. The Boos will often escape from your grasp, and that has to hurt. If they do manage to escape (and 50% of the time they will) quickly keep close to them and track them down. However, if you can't find the ghost, he/she is in another room.

A couple of pointers: when you enter a room, try to keep an eye on the Boo Radar just to make sure you didn't miss any ghosts in there. Another pointer: you should also keep a close look on your map, if you don't see a door on the map and there is one on the screen, it's [most] likely a fake. And if you open it, you'll get squished into the wall (and lose some health of course.)

Okay, now that I've given you some breifing on the level and stuff, it's time to go hunting for the Boos. Since there's so Boos scattered through out the mansion, I wouldn't have to go into much detail of helping you find them, you easily find five ghosts yourself. Once you've nabbed five Boos, the Washroom will be opened for you. I should also mention where the Washroom is. It's located beside the Bathroom on the first floor.

I think you'll need a little more info on something, and that's the Boos. You can return to any rooms you've visited before and locate some of the 50 Boos at any time you wish. To complete the game however, you'll need at LEAST 40 of the 50 Boos within Luigi's Mansion. BUT, if you want the best ending, capture all 50 of them.

#### i) Washroom 1

The first thing you should do is find Toad, he's near the toilet crying. Use the Poltergust 3000 on the toilet to sucktion a key out of it. Toad will tell you that he lost something valuble. He didn't just lose it; it's in the damn toilet and he's going to flush it. But don't worry, you already found what you're lookin' for. Soon, the lights will come on and you have cleared the room.

...more coming very soon

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S E C R E T S

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[All of these thanks to IGN Guides]

-ANOTHER MANSION MODE-

Rescue Mario and finish the game once. You will get ranked according to how you did and receive a letter grade. Save your game. You now have the option to restart Luigi's two ways (in addition to going to the completed Gallery). The first option lets you go back to the regular Luigi's Mansion Mode. The second option, called Ura-Yashiki (Another Mansion) in Japanese, lets you restart the game -- and presumably some of the things in the mansion have been changed around.

#### -HIDDEN HEARTS-

If you're running low on lifeforce, get out your vaccuum and start cleaning lamps and vases. Almost every second vase has a heart hidden inside -- and nearly every lamp or chandelier either yields money or health. Happy hunting.

#### -REWARD FOR 50 BOOS-

One of the sidequests in Luigi's Mansion is the capture of the 50 Boos that you released accidentally in the beginning of the game. Finding Boos can be a time-consuming task as you have to make your way through the whole mansion and track them with your Game Boy Horror "Boo Sensor." Boos like to hide in rooms with the lights on, so be sure to check in every nook and cranny. A blue light on your GBH means there's no Boo to be found, a yellow light means you're close, and red means you're right in front of the hiding ghost. If the light is red, switch on your vaccuum or examine the object in question with A. Watch out, though, not every red light equals a boo. Sometimes a Boo Ball will fall out (you can simply blast it at a wall or leave it where it is), or a bomb that has the potential to cause some damage -- so run! If you're having problems finding all 50 Boos, be sure to look in the "door-less" treasure rooms. The reward for catching all 50 Boos is a large diamond.

#### -SECRET TREASURE ROOMS-

There are two secret treasure rooms in Luigi's Mansion that you can access to load up on gems and money. The first one is located on the first floor, in the south-west corner of the Mansion. After you have sucked in the candle-carrying butler, examine the room with your Game Boy Horror to find a mousehole. Press A to activate it and go inside to enter the treasure room. The second treasure room is accessible from the roof top. Use the elevator in the toy chamber to get on the roof, then go all the way to the right and climb up on the chimney. Fall down and you will land in another treasure room.

#### Secret Warp Zones

Running around from one end of the mansion to the other can be a very time consuming task. Thankfully, Nintendo has implemented hidden warps that let you zoom back to the entrance hall.

Basically, any mirror in the mansion (except for the large one that reflects the invisible ghosts) can act as a warp. To warp using a mirror, switch to your Game Boy Horror's first person mode and examine the mirror with A. After a really trippy warp sequence, you will find yourself in the entrance hall of Luigi's Mansion.

#### -WATER THE PLANT-

Ever notice the seed in the outdoors area with the dog house? It's at the right side, near the graveyard and just underneath the balcony with Toad. This seed hides a secret that you can unlock right before facing the second



boss. Once you have the ability to use the Water Element, water the seed. A plant will grow. Now enter the dog house (examine it with the Game Boy Horror) and defeat the second boss. Return to this area afterwards and water the plant again. Now continue with the game, but be sure to return after you defeat boss #3. Water the plant again and it will bloom and produce a precious diamond. Note that if you fail to return and water the plant after a boss fight, the plant will wither and die.

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C O N T A C T I N G  
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This is a new section I decided to make. This clears up things for contacting. A lot of people send me hate mail after I fail to reply to their so-called "important" letter. The truth is, I determine whether your letter is an important one or not. I get a lot of email everyday, and I don't have the time (nor the patience) to answer each of the everylast 26 emails I get. However, questions mentioned in the FAQ will NOT be answered. So, before sending in your email, make sure it's not mentioned in the FAQ, alright? With the disclaimer taken care of, here are the methods how you can contact me through.

Email: vampiro\_07@hotmail.com  
MSN Messenger: vampiro\_07@hotmail.com  
Aol Instant Messenger(AIM): ChaosDemon007[Not on much]

If you didn't read this section, make sure you do. :P

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Credits  
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CJayC: For posting this FAQ

IGN Guides: For the codes and secrets

IGN Guides: AND!!! The walkthrough section of this FAQ is the expanded version of the one in IGN Guides!z

Myself: Uhh...thanking yourself isn't really normal, but, hey, I did write this FAQ right? :)

You: For reading it of course.

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Q U O T E S  
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"In hockey it's not whether you win or lose. It's which team has more goals after the 3rd period."  
-ChaosDemon, Professor Form

"Well, it seems like you're not going to listen to me. Time for plan B; you take out a full clip and empty it at 'the person who's not listenin' to you!'"  
-Somebody I forgot

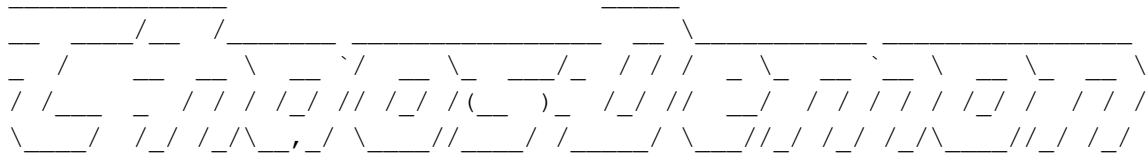
"I have a lot of confidence in my man hood. That's why I can use pink without feeling like a wuss."  
-Nemesis

"The Vancouver Canucks haven't been the Kings in LA since 1996. Just to prove

long long that was, that was when Val Odor was considered a hot prospect.”

-Don Taylor, Sportsnet Pacific

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Just another FAQ brought to you by...



Yes, you're done reading this FAQ, well maybe not yet.

-EOF-

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