

Luigi's Mansion FAQ/Walkthrough

by InvaderHera

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Walkthrough by: Invader Hera

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1. Story

The story pretty much goes like this...Luigi won a mansion in a contest he didn't even enter. Luigi told his brother, Mario, to meet him at the mansion so they could celebrate. But when he got to the mansion, he found that it was full of ghosts and Mario wasn't there. Oh, no! So, obviously, Luigi must find his brother and blah blah blah. (Aren't I a good storyteller?)

2. Characters

Luigi: Luigi is obviously the main character (Which doesn't happen very often in Mario games. Poor Luigi.). Luigi has to find out what happened to Mario.

Professor E. Gadd: Professor E. Gadd is a strange guy who invents strange things, like the Poltergust 3000, a vacuum that sucks up ghosts. He lives in a tiny, little shack outside of Luigi's mansion. And he knows a lot about ghosts.

Mario: Mario went to Luigi's mansion, but went missing before Luigi even got there. Luigi has to find out what happened to him.

Toad: Talk to Toad to save your game. He's afraid of the dark, so he can't save during the blackout.

3. Controls

Control stick: move

C-stick: point vacuum or flashlight

A: open doors and examine things; examine things when looking around using the Game Boy Horror

B: hold to turn off flashlight

X: look around using the Game Boy Horror (press A to examine objects)

Y: see the map (use the control stick to move from floor to floor and A to zoom in then the control stick and C-stick to move around map)

Z: see inventory

L: shoot fire, water, or ice from vacuum (after you get the element)

R: suck things up with vacuum

Start: pause

4. Enemies

Bat Ghost: Bat ghosts are very weak. They hang from ceilings and fly down towards you when you come near them.

Blue Ghost: Blue ghosts are big and strong. Stay away from them because they can use an annoying ground pound attack.

Bomb Ghost: Bomb ghosts blow up if you touch them or suck them up, so just leave them alone.

Boo: There are 50 Boos. After Luigi frees them, you must capture them all. They hide in lit rooms. When you find them, simply suck on them. No flashlight required. They can float through walls, though, if you're not careful.

Bowling Ghost: Bowling ghosts are weak, little ghosts that bowl balls at you.

Cinema Ghost: Cinema ghosts are only in the Projection Room. Until you shine the flashlight on them, you can't see them, only their shadow on the projection screen. They grab you like white ghosts, but they hurt you when they grab you. Suck them up like any other normal ghost.

Fire Ghost: Shoot water onto fire ghosts to make the fire around their hearts go away, then, suck them up like you would a normal ghost.

Gold Mouse Ghost: Gold mouse ghosts only appear when you examine their cheese with the Game Boy Horror in a dark room (except some appear at random times). Suck them up before they disappear for a lot of money.

Green Ghost: Green ghosts don't attack, but they drop slippery banana peels, even when you're trying to suck them up, so be careful.

Ice Ghost: Shoot fire onto ice ghosts to make the ice around their hearts go away, then, suck them up like you would a normal ghost.

Masked Ghost: Masked ghosts are always found in pairs dancing. Don't get too close or their pitch forks might hit you. Suck up their masks, then, suck them up like any other normal ghost. When you suck up one, its dance partner will come after you.

Mirror Ghost: Mirror ghosts are only in the Mirror Room. Until you shine the flashlight on them, you can't see them, only their reflection in the mirror. They grab you like white ghosts, but they hurt you when they grab you. Suck them up like any other normal ghost.

Mouse Ghost: Mouse ghosts are very easy to suck up.

Orange Ghost: Orange ghosts are pretty weak and in many rooms. Just don't let them punch you.

Pink Ghost: Pink ghosts are like orange ghosts, except slightly stronger.

Purple Dangling Ghost: Purple dangling ghosts are like white dangling ghosts, but they drop bombs.

Red Ghost: Red ghosts are like white ghosts, but they hurt you when they grab you. Suck them up like any other normal ghost.

Rich Ghost: Rich Ghosts hide in certain places, and you have to either hit that place or use the vacuum on it to make them appear. They won't hurt you, but if you suck them up, you'll get a lot of money.

Servant Ghost: Servant Ghosts are only in the Dining Room. They don't attack. Suck them up so they stop giving Mr. Luggs jelly.

Skeleton: Skeletons throw bones. They're pretty weak.

Tiny Ghost: Tiny ghosts aren't found in many places. They are sucked up very easily.

Tiny Yellow Ghost: Tiny yellow ghosts are only in the Observatory. When you suck on them, they get stuck to the vacuum's nozzle. Let go of R, and they'll be shot off into the distance. They don't attack, but they'll hurt you if they touch you.

Water Ghost: Shoot ice onto water ghosts to make the water around their hearts go away, then, suck them up like you would a normal ghost. These use ground pound attacks like blue ghosts.

White Dangling Ghost: White dangling ghosts are pretty weak. They drop from a certain part of the ceiling, then, disappear. They won't hurt you.

White Ghost: White ghosts grab you and won't let you go until you shake them off with the control stick. They don't hurt you when they grab you. Suck them up like any other normal ghost.

5. Walkthrough

A. The Beginning

Go upstairs and try to open the big door. It's locked so go back downstairs to where a key appeared. Get the key and use it to open the locked door. There will be a cut scene, and you will get the Poltergust 3000. You'll practice catching ghosts, but I don't think I need to explain that. Now you're done with this part. Short, no?

B. Area 1

The room you start out in is the Foyer. Talk to Toad so the lights go on and so you can save. Don't go under the chandelier or it will fall on you. There are coins on the upper floor, and coins and bills in the chandelier. There are also coins in the small light in the lower level.

Now go through the big door from earlier to get to the Parlor. There are coins on the floor and on the tables. In the cabinet on the left and in the middle of the room, there are bills and coins. There are also coins in the drawer to the right of the door you came in by. A heart is in the chandelier. Anyway, suck the purple fire off of the candles. Three orange ghosts will appear, so suck them up. The lights will go on and a chest will appear. Open it for a key to the Anteroom.

Use the key to unlock the door on the north wall to get to the Anteroom. There are bills in the chandelier on the right, and hearts in the middle and right drawers. In total, four orange ghosts and two pink ghosts will appear. After you suck them all up, the lights will go on.

Go through the door on the west wall to get to the Wardrobe Room. Open the wardrobe on the right to find your first Rich Ghost. Suck up four orange ghosts and two green ghosts, then, open the wardrobe on the left. Suck up the orange ghost that was hiding inside so the lights will go on, and a key to the 2F Hallway will appear on a shelf. Suck it down with your vacuum.

Go through the door on the west wall to get to the 2F Balcony. Talk to Toad so the lights go on and so you can save.

Now, go back to the upper part of the Foyer. Unlock the door on the west wall to get to the 2F Hallway. There are coins on the ground and mice here. Some doors are fake, so don't touch them. (Fake doors don't move when you use the vacuum on them.)

Go through the first door on the north wall to get to the Study. Watch out for flying books. A Rich Ghost is hiding in the desk chair. Examine the cheese next to this chair with the Game Boy Horror to make a Gold Mouse appear. There are bills in the desk. Also, in the far left section of the bookcase, you'll find some books called: Book of Riddles, Neville's Big Baby Care Diary, Darkness is Their Cheese (by C. Parmesan), The Book of Pericles, E. Gadd's Guide to Ghosts, and Lydia's Child-Care Diary. (You might want to read these, unless you plan on getting all your hints from my walkthrough.) Now it's time to suck up the Portrait Ghost, Neville. Look away from him. When he yawns, turn around and shine the flashlight on him, then, suck him up. Now the lights will go on, and a chest will appear. Inside is a key to the Master Bedroom.

Now go back to the 2F Hallway. Unlock the door on the far left of the north wall to get to the Master Bedroom. A gold bar is in the drawer next to the bed.

If you make the fan spin fast, you'll get some bills. (Aim the vacuum at an angle up at the fan and walk in circles to make it spin.) Open the drawers on the right side of the room for coins and bills. Now, use the vacuum to move the right curtain to the right so wind blows in. When the Portrait Ghost, Lydia, puts her hand to her face, shine the flashlight on her and suck her up. The lights will go on, and a chest will appear. Open it for the key to the Nursery. Go back into the 2F Hallway. Unlock the door on the left side of the south wall to get to the Nursery. There's a big heart in the drawer to the right of the door. There are coins in the ceiling light and around the rocking horse. Suck

on the rocking horse until the baby Portrait Ghost, Chauncey, comes. Don't let Chauncey or the flying teddy bears hit you. Have the ball get stuck to the vacuum's nozzle, then, shoot it so it hits Chauncey. Now, there will be a boss battle.

Boss: Chauncey-Dodge the rocking chairs, then, the bouncing balls. Then, shoot Chauncey with a ball like you did earlier. Start sucking up the baby as best as you can until it gets away. Now Chauncey will bounce around, so run away. Now dodge more rocking chairs and balls, and attack the baby like before. Repeat this until you win. Back in the Nursery, the lights will go on, and a chest will appear with a key to the 1F Hallway.

C. Area 2

In the Foyer, unlock the big door on the lower level and go through to the 1F Hallway. (A bit to the right, a Gold Mouse might appear at random.) The vase to the left of here has a gold bar inside and so does the vase in the northeast corner of these hallways. Many other vases have hearts. There are mice, bats, white and purple dangling ghosts, bowling ghosts, and fake doors here as well. Go to the northwestern part of here.

Go through the upper door on the west wall to get to the Bathroom. Suck up both white ghosts so the lights go on, and a key to the Ball Room appears on a shelf.

Use your vacuum to suck the key down. There's a heart in the sink. Leave this room.

Go to the hallway that goes south to north and unlock and go through the door on the east wall to get to the Ball Room. There are coins and bills in the left chandelier and a gold bar in the right. Now suck up all six masked ghosts. Now two Portrait Ghosts, the Floating Whirlindas, will appear. Look away from them.

When you can see them, shine light on them and suck them up. (Sometimes it seems to take a while before you can see them.) The lights will go on, and a chest will appear. In the chest is a key to the Storage Room.

Unlock and go through the door on the north wall to the Storage Room. A Rich Ghost is hiding in one of the chairs (I think it's one to the right of the door.). There are coins in the bucket. Kill two pink ghosts and two red ghosts so the lights will go on. With the help of the Game Boy Horror, you'll notice a button on the wall. Push it, and the west wall will move. Go over here and suck the paper off the wall. Push the button that was revealed, and a lot of Boos will be freed. Now, after talking to Professor E. Gadd, you'll get the Boo Radar. Blue means no Boo in a room, yellow means there's a Boo in the room, and red means the Boo is close by. Now, go back to almost every room you've previously visited (except for hallways, the Bathroom, and the Foyer) to collect some Boos.

Go through the door to the south of the Bathroom to get to the Washroom. There are coins in the light and bills in the cabinet to the right of the sink. Talk to Toad to make the lights go on. Open the toilet for a key to the Fortune-teller's Room.

Leave this room, and unlock and go through the door on the south wall to the right of the Foyer. This is the Fortune-teller's Room. There are coins and bills in the drawer on the right. Examine the cheese with the Game Boy Horror that is behind the fortune-teller's chair to make a Gold Mouse appear.

Go through the door on the east wall to get to the Mirror Room. Both chandeliers have hearts in them. This is the only room where you'll find Mirror Ghosts. Mirror Ghosts can only be seen in the mirror. Suck up six of them and don't let them grab you. The lights will go on, and a chest will appear. Open it for the Fire Element Medal. Now you can shoot fire from your vacuum, but not until you suck up the fire element ghost floating around the torch. Light all the candles with fire to unlock the door. Suck up the Boo here, then, return to the Fortune-teller's Room.

Light all the candles to make the key to the Laundry Room appear atop a pillar. Suck it down with the vacuum. Now, leave this room. Go left until you get to a wall.

Unlock and go through the door on the west wall. This is the Laundry Room. The door on the north wall is fake. There are coins and bills in the cabinet and

bills in the ceiling light. There's a heart in the laundry basket, in the cupboard, and in the bucket. Suck up the white ghost, the red ghost, and three pink ghosts to make the lights go on and a chest appear. Open it for coins, bills, and gold bars. Open the washing machine for Mario's Hat. Suck up Boogie, then, go through the door on the south wall to get to the Butler's Room. There are mice here. There are coins and bills in the cabinet to the left of the door. In the bucket in the southwest corner of the room is a blue jewel. A heart is in the table in the middle of the room. Examine the mouse hole on the east wall with the Game Boy Horror.

Go in the cyclone that appears to get to the Hidden Room. There are yellow bats here. There are bills in the chandelier and gold bars in two goblets. In the chests, you'll find coins, bills, and four ice ghosts. Use fire on them to reveal their hearts. Once you suck them up, the lights will go on, and a chest will appear. Open the chest for coins, bills, gold bars, and red, blue, and green jewels. Catch GumBoo, then, leave the room via the mouse hole.

Go to the northern part of the 1F Hallway. Use fire to light the floating candles. Now follow the Portrait Ghost, Shivers, to the Butler's Room. In here, when he sits on the fire, shine light on him, and suck him up. The lights will go on and a chest will appear. Inside is a key to the Conservatory. Suck up Peekabo, then, go out to the 1F Hallway.

Unlock and go through the door on the north wall to the right of the Washroom (the normal door, not the weird one). This is the Conservatory. In the cupboard to the right of the piano is a poison mushroom. Now hit all the instruments (except for the piano) to make them play music. Sound familiar? Melody, the Portrait Ghost, will talk to you. Answer her question by answering either water or Mario Bros. 3. Now, for some reason, flying music sheets will attack you, so suck them up. Melody will stop playing the piano. Shine the light on her and suck her up. The lights will go on, and a chest will appear. Inside is a key to the Dining Room. Catch Boomeo, then, leave the room.

Unlock the door across the hallway from the Ball Room. This is the Dining Room.

Watch out for banana peels on the floor. (Suck them up to make a Portrait Ghost fight later easier.) A Rich Ghost is in the left cabinet. Examine with the Game Boy Horror the cheese under one of the chairs to make a Gold Mouse appear. You don't have to catch Mr. Luggs, the Portrait Ghost, to complete the game, but this is how you do it. Light the candles on the table to see Mr. Luggs. (There's a fire element ghost in either torch.) Suck the jelly off his plate, and suck up the two servant ghosts so they can't give him more jelly. When they and the jelly are gone, Mr. Luggs starts spitting fireballs at you. When he gets tired, shine the flashlight on him and suck him up. (You might want to suck up the table cloth first so it doesn't interfere.) The lights will go on, and a chest will appear. Open it for coins, bills, gold bars, and a white gem. Suck up Boodacious, then, go through the door on the west wall to the Kitchen.

Sometimes, a Gold Mouse will appear here. Watch out for flying pots and pans. There's a Rich Ghost in the dishwasher. Open the oven and use fire on the pot for a red jewel. There's a heart in the ceiling light and in the cabinet near the Dining Room door. Open the fridge by hitting the side or by using the vacuum, or else it will hit you. Inside is an ice ghost. Use fire on it to reveal its heart, then, suck it up. The lights will go on, and a chest will appear. Open it for the Water Element Medal. (Remember to water the plants on the 2F Balcony and in the Master Bedroom for money. Suck up a water element ghost from the sink. Suck up Booligan, then, put out the fire in front of the door on the north wall with water.

Go through here to the Boneyard. Water the green thing in the dirt so it grows.

Wake up the dog, Spooky. Don't get bitten. Eventually, a skeleton will appear. Suck it up. Spooky will go to the skeleton's bone, so shine the light on it and suck it up. Lights will go on and white stuff will appear in the doghouse.

Go in the white stuff to get to the Graveyard. A red jewel is in the gutter. There are hearts in some of the graves. Three skeletons will appear, so suck

them all up so weird stuff appears around the big grave. Go to it to fight Bogmire.

Boss: This is pretty easy. Just suck up the shadow Bogmires so they get stuck to the vacuum's nozzle, then, shoot them at Bogmire. Try to suck him up, and repeat until you win. Back in the Graveyard, a chest will appear. Open it for a key to the Courtyard.

D. Area 3

Water the plant in the Boneyard again to make it grow some more. Now, unlock and go through the door in the northwest corner of the 1F Hallway to get to the Courtyard. Suck up all the tiny ghosts and white and purple dangling ghosts. Once you suck them all up, the lights will go on and a chest will appear. Inside are coins, bills, and gold bars. Water the plants for money and a heart. Hit the birdhouse for Mario's Letter. Open the shed by using the vacuum or by hitting the wall so the door doesn't hit you. Talk to Toad to save your game.

Go down the ladder to get to the Bottom of the Well. There will be a short cut scene. Suck up the white dangling ghost so a key to the Rec Room will appear. Go back up the ladder to the Courtyard.

Unlock and go through the door on the right side of the Courtyard to get to the Rec Room. A Rich Ghost is in the bike in the southeast corner of the room. In the drawer are coins and bills. The Portrait Ghost is Biff Atlas. You don't need to suck him up to beat the game. Anyway, press A to punch the punching bag so it hits Biff. Get out of the way so it doesn't swing back and hit. Don't let the ghost hit you, either. Hit him with the punching bag a few more times so he falls on the ground. Shine the light on him, and suck him up. The lights will go on and a chest will appear. Open it for coins, bills, gold bars, and a white gem. Run on the treadmill until a key to the 1F Hallway appears. Now, catch Booregard, then, go through the door on the south wall.

(Unlock the door to the left for a short cut to the 1F Hallway.) Go up the stairs. Bats are up here. A heart is in the light. Put out the fire in front of the door with water.

Go through the door to the Tea Room. Watch out for flying plates. A Gold Mouse might appear at random here. Examine the cheese behind the table on the left with the Game Boy Horror to make another Gold Mouse appear. There are bills in the chandelier and a red jewel in the drawers on the right side of the room. Suck up two white ghosts so the lights go on and a chest appears on the table. Go on the arrow thing on the ground to walk on the ceiling. Go on the one on the ceiling to land on the table. Open the chest for the Ice Element Medal. An ice element ghost is in the bucket on the right table. Catch Mr. Booangles, then, leave the room.

Go through the door on the left to the 2F Hallway. A Gold Mouse might appear here. Coins, bills, gold bars, and hearts are in some of the vases here. Mice, bats, bowling ghosts bomb ghosts, and white and purple dangling ghosts are here.

Go to the northwest area of the 2f Hallway.

Go through the lower door on the west wall to get to the 2F Washroom. You can get a water element ghost from the toilet and a heart from the sink. Open the toilet to find a fire ghost. Use water to reveal its heart, then, suck it up. The lights will go on and a chest will appear. Open it for coins, bills, and gold bars.

Leave the room and go through the other door on the west wall. This is the 2F Bathroom. Make sure you have ice in your vacuum. Use the vacuum to pull the shower curtain to the side. The Portrait Ghost, Miss Petunia, will shoot water at you. Shoot ice onto her to make her cold. Shine the flashlight on her, then, suck her up so the lights go on and a chest appears. Open it for a key to the Billiards Room.

Go to the 1F Hallway. Near the Washroom is a door on the south wall. Unlock it and go in. This is the Billiards Room. A Rich Ghost and a heart are in the table in the southeast corner of the room. Make the fan spin very using the vacuum to get some bills. (Aim the vacuum at an angle up at the fan and walk in circles to make it spin.) There are coins in the drawer (upper one) on the left

side of the room. You don't have to catch Slim Bankshot, the Portrait Ghost, to beat the game. Anyway, when he hits the balls, they will fly around. Don't let them hit you. Suck one to the vacuum's nozzle and shoot it at the ghost. After you do this three times, shine the flashlight on him and suck him up. The lights will go on, and a chest will appear. Inside are coins, bills, gold bars, and a white gem. Catch Boohoo, then, go through the door on the east wall to the Projection Room.

Hit the little machine so light shines on the screen. Cinema ghosts will appear. You can only see their shadows on the projection screen. Suck up all six of them so the lights go on and a chest appears. Open the chest for Mario's Glove. Catch ShamBoo, then, go to the 2F Hallway.

Go through the door across the hallway from the Bathroom and Washroom to get to Nana's Room. There's a Rich Ghost in the chair to the right of the table. There are bills and coins in the chandelier and in the dresser on the right side of the room. You can read from a journal in the bookcase. Hit the small table near the Portrait Ghost, Nana, so the balls of yarn fall to the ground. Suck one to the vacuum's nozzle. Nana will start moving around the left side of the room. Shoot her with the ball. When you get the second ball, she'll shoot things from her eyes at you. Hit her again. Hit her with the third ball, then, shine the flashlight on her and suck her up. The lights will go on and a chest will appear. Open it for the key to the Twins' Room. Catch LimBooger, then, go into the same hallway that the Nursery is in.

Unlock and go through the door to the right of the Nursery to the Twins' Room. There's a Rich Ghost in the top bunk of the bunk bed. (It's easier to catch it if you make it appear while you're still on the ground.) There are coins and bills in the dresser. You're supposed to be able to use fire, ice, or water to make the twins, Henry and Orville, appear, but I could never do that. The best way is to spin the mobile with your vacuum by pointing the vacuum up at the mobile at an angle and walking in circles. Eventually, they'll come and want to play Hide and Seek. Say you'll play, then, leave the room. Come back in. Use fire, ice, water, or the wind from your vacuum on the boxes. Two will shake. Hit those two to open them, since the twins are hiding in them. Now, they'll fight you. The one on the plane drops bombs. Suck up the things they're riding on, then, suck them up one at a time so the lights go on and a chest appears. (For the best portrait, suck up the second twin in one attempt.) Open the chest for Mario's Shoe. (It smells like Mario's feet.) Catch Booris, then, go to the 2F Hallway.

In the hallway that goes from north to south is a door. Go through to the Astral Hall. There are coins and bills in the chandelier and coins in the cabinet on the left side of the room. There's a heart in the cabinet on the right side of the room. Light all the candles with fire, then, stand in the middle of the room and ghosts will appear. Suck up two orange ghosts, four masked ghosts, and one white ghost to make the lights go on. Catch Boonswoggle, then, go through the door on the east wall to the Observatory.

There's a gold bar in the cabinet. Look through the telescope. Part of the wall will disappear. Suck on a tiny yellow ghost so it gets stuck to the vacuum's nozzle, and shoot it so it hits the moon. It may take a few tries. After it hits the moon, a pathway will appear. Cross it to get to Mario's Star. Go to the Fortune-teller's Room. Shine light on the crystal ball so Madame Clairvoya, the Portrait Ghost, appears. Show her all five of Mario's dropped items. Now she will ask you to suck her up, so shine light on her, then, suck her up so the lights go on and a chest appears. (She sure puts up a fight for someone who wants to be caught.) Open the chest for a key to the Safari Room. Catch Booigi, then, go to the 2F Hallway.

Go up the stairs in the southeastern corner of the 2F Hallway. Unlock and go through the door on the south wall (The other door is fake.) to get to the Safari Room. Examine the cheese next to the chair with the Game Boy Horror to make a Gold Mouse appear. There are coins in the left light and a heart in the heart. There's a big heart in the purse. Make sure you have ice. Suck on the deer heads so the move. Ghosts will appear. Suck up three water ghosts (after

exposing their hearts with ice) and two green ghosts so the lights will go on and a chest appears. Open it for a key to the Balcony. Catch Little Boo Peep, then, go through the door on the west wall to a 3F Hallway.

There are fake doors here. Unlock and go through the door on the north wall to the Balcony. Water all the plants for money and hearts, then, go to the Boos for a boss battle.

Boss: Suck up an ice element ghost from one of the unicorn statues. Now, use the vacuum on Boolossus so it can't get away. Bring it to a statue and pop it on a horn. Boolossus will break up into many small Boos. They will attack you if your back is to them. If you try to attack them, they'll fly away. Freeze them with ice, then, suck them in. After a while, Boolossus will reform slightly smaller depending on how many Boos you sucked in. It'll get harder when there are less Boos. Just keep your back to them, and when they came near you, quickly spin around and freeze them. When you get them all, the lights will go on and a chest will appear. Inside is a key to the other 3F Hallway.

E. Area 4

Go to the door on the left side of the Balcony. There will be a blackout. Every room will be dark, and there will be a lot of ghosts everywhere. Toad is afraid of the dark, so you can't save until the power's back on. (During the blackout, you can get a Rich Ghost from the crib in the Nursery, the piano stool in the Conservatory, and the far right chest in the Hidden Room.) Also, water the plant in the Boneyard for the third time for coins, bills, gold bars, and a yellowish gem.

Unlock and go through the door on the left side of the Balcony to get to another 3F Hallway. There are fake doors here.

Go through the bottom most door on the east wall to the Telephone Room. Answer the first ringing phone and answer it by saying you're Luigi to talk to Toad. Answer the other phone to talk to E. Gadd. (If the power's out, how are the phones working?) Now suck up a blue ghost, an orange ghost, and a pink ghost to unlock the door so you can leave this room.

Go to the Wardrobe Room. The Portrait Ghost, Uncle Grimmly, is here. Look away from him. When he appears, shine the light on him, then, suck him up. A chest will appear. Inside is a key to the Breaker Room.

Go to the 2F Hallway. Go through the door to the right of the Fortune-teller's Room. Get bills from the light, then, go down the stairs.

Unlock and go through the door on the north wall to get to the Breaker Room. A Rich Ghost is hiding in the table. There are mice here and coins in the ceiling light. Push the breaker switch, and the lights will come back on. A chest will appear. Open it for a key to the Cellar. Catch Boo B. Hatch, then, leave the room.

Unlock and go through the door on the south wall to get to the Cellar. Suck up the piles of dirt so they're not in the way. You can use the arrow pads here to cross the room without having to suck up as much dirt. A Rich Ghost is in the box to the left of the door. There are bills and a heart in the shelves in the middle of the room. There's a heart and a gold bar in the shelves on the right side of the room and a heart in the ceiling light. Suck on the barrel to the right of the door on the north wall and near the door on the west wall so pink ghosts appear. Suck them up so the lights go on, and a chest appears. Open it for a key to the Clockwork Room. Catch Booripedes, then, go to the Telephone Room.

Now that the blackout's over, I'll explain more about this room. There are coins in the left ceiling light, and a heart in the right. Coins are in the cabinet on the right side of the room, and coins and bills are in the chest in the southeast corner of the room. Next to that chest is a skeleton. Suck it up. There's also a skeleton in the chest near the north wall. Suck it up, too, so the lights go on and a chest appears. Open it for coins and bills. Catch Boomerang, then, unlock and go through the door on the north wall to the Clockwork Room.

There are coins in the light in the right side of the room. There are hearts in a few of the puppets. (Puppets are creepy.) Hit the clock on the table, in the

northwest corner, and the northeast corner so they play music. The Clockwork Soldiers shall come to life. Watch out for their weird gun thingies. One by one, suck the things off their backs then suck them up. Suck up the blue one in one try for a good portrait. The lights will go on, and a door will open. Catch Booscaster, then, go into the newly opened thing to be brought up to the Roof.

Suck up all six masked ghosts, then, suck up the fire element ghost from the fire. Walk around until an ice ghost appears. Reveal its heart with fire and suck it up. Do this to another one, and the lights will go on. A chest will also appear. Climb up the ladder on the left to get to it. Open it for a key to the Armory. Climb up the other ladder and fall into the chimney to get to the Sealed Room.

A Gold Mouse might appear here. A Rich ghost is in the chest in the southeast corner of the room. You can get bills and coins from the chests and gold bars from the goblets and plates. There are bills in the chandelier. In one chest on the right near the north wall are ghosts. Suck up an orange ghost, a pink ghost, a blue ghost, and a purple dangling ghost to make the lights go on and a chest appear. Open the chest for a key to the Sitting Room. Suck the cloth off the mirror and examine it with the Game Boy Horror to get to the Foyer.

In the 2F Hallway, go to the door in the southeast corner. Unlock the door and go into the Sitting Room. Suck in a fire element ghost from the candles, then, light the candles on the north wall. Suck in the five orange ghosts that appear. Suck in a water element ghost from the pot. Use water to reveal the hearts of the two fire ghosts and suck them up. The lights will go on. Water the plant for a gold bar. Catch Boolivia, then, go through the door on the east wall to the Guest Room.

This room is upside down. You don't need to catch the Portrait Ghost, Sue Pea, to complete the game. Shoot water on Sue Pea until she wakes up. Watch out for the flying dolls. You can suck them up. When she's awake, shine the flashlight on her and suck her up. The lights will go on, and a chest will appear. You can't get to the chest, though, so leave the room and come back. It's right-side up, so open the chest for coins, bills, gold bars, and a white gem. Water the plant for a blue jewel and open the drawer next to the bed for a heart. Catch Boonita, then, go to the second 3F Hallway.

Unlock and go through the door across from the Telephone Room. This is the Armory. Use the vacuum or hit the suits of armor from the side, since some will hurt you if you're in front of them. Hitting the armor may get you a heart. Also, hitting the armor makes one orange, one green, one red, and one blue ghost appear. Suck them all up. You'll find two pink ghosts in the chests. Suck them up so the lights go on and a chest appears. Inside is a key to the Pipe Room. In the other chests, you'll find coins, bills, and gold bars. There's a heart in the light. Catch Under Boo, then, go through the door on the north wall to get to the Ceramics Studio.

In the pots, you'll find hearts, a poison mushroom, coins, and a red jewel. You don't have to suck up Jarvis, the Portrait Ghost to beat the game. Anyway, go to the middle of the room, and Jarvis will appear. Shoot him with ice (Remember to suck up an ice element ghost from the icy pot.) seven times when he pops out of a pot. Now, watch out for flying pots. Shine the light on Jarvis and suck him up. The lights will go on and a chest will appear. Open it for coins, bills, gold bars, and white gems. Catch TamBoorine, then, go to the Cellar.

Go through the door on the west wall to the BF Hallway. Bomb ghosts and white and purple dangling ghosts are here. (If you go through north door, King Boo will blow you back to the Foyer.) Unlock and go through the door on the west wall (the upper one) to get to the Pipe Room. There's a gold bar in the bucket in the southeast corner of the room. Suck up all the tiny ghosts, the two red ghosts, and the two white ghosts so the lights go on. Suck up an ice element ghost from the icy barrel, and use ice to freeze the green water. Walk across the ice and turn the little thing on the pipe to stop the waterfall. Go to the chest behind where the waterfall was and open it for a key to Cold Storage. Catch Boofant then leave the room.

Unlock and go through the other door on the west wall to get to Cold Storage. Icicles fall from the ceiling. Suck up a fire element ghost and light the two campfires on either side of the frozen Portrait Ghost, Sir Weston. The ghost will shoot ice at you. Melt the ice around the Portrait Ghost, shine the flashlight on him, then, suck him up. The lights will go on and a chest will appear. Open the chest for a key to the Artist's Studio. Catch Boulderdash, then, go the first of the 3F Hallways.

Unlock and go through the door on the east wall north of the Safari Room door. This is the Artist's Studio. After talking to Vincent Van Gore, the Portrait Ghost, you will have to suck up three orange ghosts, three pink ghosts, three blue ghosts, three red ghosts, three masked ghosts, three green ghosts, then, three purple dangling ghosts. Shine the flashlight on the Portrait Ghost and suck him up so the lights go on, and the key to the Secret Altar appears. Catch Bootique, who should be your fiftieth Boo. You'll get a yellowish gem from it. Now go to the BF Hallway.

Go through the door on the north wall. Now go through the twisted hallway, and unlock and go through the door to the Secret Altar. You can get a blue jewel from the chandelier closest to the door. Go forward and there will be a cut scene.

Boss: The last battle of the game takes place on the roof. Bowser can shoot fire and suck you into his mouth. Also, when he jumps, he can land on you if you're not careful. When he breaks a pillar, sometimes a poison mushroom will come out. The black balls he throws blow up after a short time. Before they blow up, get one stuck to your vacuum's nozzle. When he lowers his head, shoot the black ball at him. His head will float off and King Boo will float out of him. (Oh, it all makes sense now.) King Boo health is 500. Bowser's head will shoot ice at you. (It will freeze you if it hits you.) Hurt King Boo as much as you can before he retreats back into his mechanical Bowser. Repeat. When King Boo's health is down to about 250, Bowser's head will be put on backwards and he'll run around for a short time. If you hide in a corner next to one of the chimneys, you should be fine. Continue to fight until you win. You'll get a red gem from King Boo's crown. Yay! You have saved Mario and gotten a normal, non-haunted mansion (unless you didn't collect much money, which means you'll get something described better as a hut).

The money required for each rank are as follows:

- A-100 million
- B-70 million
- C-60 million
- D-50 million
- E-40 million
- F-20 million
- G-5 million
- H-less than 5 million

6. Portrait Ghosts

Neville

Room: Study

Wait until he yawns, then, shine the flashlight on him and suck him up.

Lydia

Room: Master Bedroom

Use the vacuum to move the right curtain to the right so wind blows in. When the Portrait Ghost, Lydia, puts her hand to her face, shine the flashlight on her and suck her up.

Chauncy

Room: Nursery

Read the boss section (and a little before that) in the Area 1 section to know how to beat Chauncey.

The Floating Whirlindas

Room: Ball Room

Suck up all six masked ghosts to make the Floating Whirlindas appear. Look away

from them. When you can see them, shine light on them and suck them up.
(Sometimes it seems to take a while before you can see them.)

Shivers

Room: 1F Hallway-Butler's Room

After receiving the Fire Element Medallion, go to the northern part of the 1F Hallway. Use fire to light the floating candles. Now follow the Portrait Ghost, Shivers, to the Butler's Room. In here, when he sits on the fire, shine light on him, and suck him up.

Melody

Room: Conservatory

Now hit all the instruments (except for the piano) to make them play music. Melody will talk to you. Answer her question by answering either water or Mario Bros. 3. Flying music sheets will attack you, so suck them up. Melody will stop playing the piano. Shine the light on her and suck her up.

Mr. Luggs

Room: Dining Room

You don't have to catch Mr. Luggs to complete the game, but this is how you do it. Light the candles on the table to see Mr. Luggs. (There's a fire element ghost in either torch.) Suck the jelly off his plate, and suck up the two servant ghosts so they can't give him more jelly. When they and the jelly are gone, Mr. Luggs starts spitting fireballs at you. When he gets tired, shine the flashlight on him and suck him up. (You might want to suck up the table cloth and the banana peels first so they don't interfere.)

Spooky

Room: Boneyard

Wake up the dog, Spooky. Don't get bitten. Eventually, a skeleton will appear. Suck it up. Spooky will go to the skeleton's bone, so shine the light on it and suck it up.

Bogmire

Room: Graveyard

Read the boss section (and a little before that) in the Area 2 section to know how to beat Bogmire.

Biff Atlas

Room: Rec Room

You don't need to suck him up to beat the game. Anyway, press A to punch the punching bag so it hits Biff. Get out of the way so it doesn't swing back and hit. Don't let the ghost hit you, either. Hit him with the punching bag a few more times so he falls on the ground. Shine the light on him, and suck him up.

Miss Petunia

Room: 2F Bathroom

Use the vacuum to pull the shower curtain to the side. Miss Petunia will shoot water at you. Shoot ice onto her to make her cold. Shine the flashlight on her, then, suck her up.

Slim Bankshot

Room: Billiards Room

You don't have to catch Slim Bankshot to beat the game. Anyway, when he hits the balls, they will fly around. Don't let them hit you. Suck one to the vacuum's nozzle and shoot it at the ghost. After you do this three times, shine the flashlight on him and suck him up.

Nana

Room: Nana's Room

Hit the small table near Nana so the balls of yarn fall to the ground. Suck one to the vacuum's nozzle. Nana will start moving around the left side of the room. Shoot her with the ball. When you get the second ball, she'll shoot things from her eyes at you. Hit her again. Hit her with the third ball, then, shine the flashlight on her and suck her up.

Henry and Orville

Room: Twins' Room

You're supposed to be able to use fire, ice, or water to make Henry and Orville appear, but I could never do that. The best way is to spin the mobile with your

vacuum by pointing the vacuum up at the mobile at an angle and walking in circles. Eventually, they'll come and want to play Hide and Seek. Say you'll play, then, leave the room. Come back in. Use fire, ice, water, or the wind from your vacuum on the boxes. Two will shake. Hit those two to open them, since the twins are hiding in them. Now, they'll fight you. The one on the plane drops bombs. Suck up the things they're riding on, then, suck them up one at a time. (For the best portrait, suck up the second twin in one attempt.)

Madame Clairvoya

Room: Fortune-teller's Room

Shine light on the crystal ball so Madame Clairvoya appears. Show her all five of Mario's dropped items. Now she will ask you to suck her up, so shine light on her, then, suck her up.

BooLossus

Room: Balcony

Read the boss section (and a little before that) in the Area 3 section to know how to beat BooLossus.

Uncle Grimmly

Room: Wardrobe Room (during blackout)

Look away from him. When he appears, shine the light on him, then, suck him up. A chest will appear.

Clockwork Soldiers

Room: Clockwork Room

Hit the clock on the table, in the northwest corner, and the northeast corner so they play music. The Clockwork Soldiers shall come to life. Watch out for their weird gun thingies. One by one, suck the things off their backs then suck them up. Suck up the blue one in one try for a good portrait.

Sue Pea

Room: Guest Room

This room is upside down. You don't need to catch Sue Pea to complete the game.

Shoot water on Sue Pea until she wakes up. Watch out for the flying dolls. You can suck them up. When she's awake, shine the flashlight on her and suck her up.

Jarvis

Room: Ceramics Studio

You don't have to suck up Jarvis to beat the game. Anyway, go to the middle of the room, and Jarvis will appear. Shoot him with ice (Remember to suck up an ice element ghost from the icy pot.) seven times when he pops out of a pot. Now, watch out for flying pots. Shine the light on Jarvis and suck him up.

Sir Weston

Room: Cold Storage

Icicles fall from the ceiling here. Suck up a fire element ghost and light the two campfires on either side of Sir Weston. He will shoot ice at you. Melt the ice around the Portrait Ghost, shine the flashlight on him, then, suck him up.

Vincent Van Gore

Room: Artist's Studio

You will have to suck up three orange ghosts, three pink ghosts, three blue ghosts, three red ghosts, three masked ghosts, three green ghosts, then, three purple dangling ghosts. Shine the flashlight on Vincent Van Gore and suck him up.

7. The Boos

BamBoo

Room: Parlor

Health: 30

Bootha

Room: Anteroom

Health: 50

Game Boo Advance

Room: Wardrobe Room

Health: 30

TaBoo

Room: Study

Health: 50

Boolicious

Room: Master Bedroom

Health: 30

TurBoo

Room: Nursery

Health: 50

Boo La La

Room: Ball Room

Health: 60

Game Boo

Room: Storage Room

Health: 50

Kung Boo

Room: Mirror Room

Health: 40

Boogie

Room: Laundry Room

Health: 40

GumBoo

Room: Hidden Room (location explained in paragraph 10-11 of Area 2)

Health: 40

PeekaBoo

Room: Butler's Room

Health: 40

Boomeo

Room: Conservatory

Health: 40

Boodacious

Room: Dining Room

Health: 80

Booligan

Room: Kitchen

Health: 80

Booregard

Room: Rec Room

Health: 100

Mr. Booangles

Room: Tea Room

Health: 50

Boohoo

Room: Billiards Room

Health: 50

ShamBoo

Room: Projection Room

Health: 50

LimBooger

Room: Nana's Room

Health: 100

Booris

Room: Twins' Room

Health: 100

Boonswoggle

Room: Astral Hall

Health: 100

Booigi

Room: Fortune-teller's Room

Health: 40

Little Boo Peep

Room: Safari Room

Health: 100

Boo B. Hatch

Room: Breaker Room

Health: 200

Booripedes

Room: Cellar

Health: 100

Boomerang

Room: Telephone Room

Health: 300

Booscaster

Room: Clockwork Room

Health: 300

Boolivia

Room: Sitting Room

Health: 100

Boonita

Room: Guest Room

Health: 100

Under Boo

Room: Armory

Health: 150

TamBoorine

Room: Ceramics Studio

Health: 200

Boofant

Room: Pipe Room

Health: 300

Boolderdash

Room: Cold Storage

Health: 150

Bootique

Room: Artist's Studio

Health: 300

The rest of the Boos you get are from beating Boolossus.

8. Rich Ghost Locations

#1: Wardrobe Room-in the wardrobe on the right

#2: Study-in the desk chair

#3: Storage Room-in the chair to the right of the door

#4: Dining Room-in the left cabinet

#5: Kitchen-in the dishwasher

#6: Rec Room-in bike in southeast corner of room

#7: Billiards Room-in table in southeast corner of room

#8: Nana's Room-in chair to right of table

#9: Twins' Room- in top bunk of bunk bed. (It's easier to catch it if you make it appear while you're still on the ground.)

#10: Nursey-in crib during blackout

#11: Hidden Room (location explained in paragraph 10-11 of Area 2)-in far right chest during blackout

#12: Conservatory-in piano stool during blackout

#13: Breaker Room-in table

#14: Cellar-in box to left of door (Suck up the piles of dirt first so they're not in the way.)

9. Gold Mice Locations

#1: Study-examine cheese (with Game Boy Horror) next to desk chair

#2: 1F Hallway-appears at random time in part of hallway that goes from south to

north

#3: Fortune-teller's Room- examine cheese (with Game Boy Horror) behind chair
fortune-teller's chair

#4: Dining Room- examine with the Game Boy Horror the cheese under one of the
chairs

#5: Kitchen-appears at random

#6: Tea Room-appears at random

#7: Tea Room-examine cheese behind left table with Game Boy Horror

#8: 2F Hallway-appears at random

#9: Safari Room-examine cheese next to chair with Game Boy Horror

#10: Sealed Room (location explained in paragraph 10 of Area 4)-appears at
random

10. Copyright Stuff

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