

Luigi's Mansion FAQ/Walkthrough

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L U I G I ' S M A N S I O N

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I: Updates

1-11-02: Well, it WAS my first guide, and there were plenty of mistakes. I fixed them...hopefully. You may run across a few more, but I have good intentions, so keep that in mind. I apologize for any inconvenience.

1-12-02: I fixed some slight errors, and I'm working on a few new sections.

2-2-02: Some people let me in on a few errors, and I patched them up. I added some Blue Ghost Locations, and some Boo Strategies, as promised.

II: Introduction

Luigi, strangely enough, won a huge mansion via a contest he didn't even enter. He decided to throw a party there with his brother, Mario. Upon arrival, Mario is captured by ghosts and imprisoned within the mansion. Luigi arrives and discovers the news. Your job is to navigate throughout the mansion and capture ghosts for Prof. Elvin Gadd. Using your Polterghost 3000 (vacuum), you must suck them up and acquire keys, which are perfectly scattered throughout the mansion, to venture further into it. This is no easy task, however. There are 4 floors, and plenty of traps. Are you up to the challenge?

III: Story

One day, Luigi received an unexpected message: You've won a huge mansion! Naturally, he got very excited and called his Brother, Mario. "Mario, it's me, Luigi. I won myself a big mansion! Meet me there and we'll celebrate, what do you say?"

Luigi tried to follow the map to his new mansion but the night was dark and he became hopelessly lost in an eerie forest along the way. Finally, he came upon a gloomy mansion on the edge of the woods. According to the map, this mansion seemed to be the one Luigi was looking for. As soon as Luigi set foot in the mansion, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen. Not only that, but there were ghosts in the mansion!

Suddenly, a ghost lunged at Luigi! "Mario! Help meee!" that's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue Luigi from the ghosts, then the two of them escaped...

It just so happened that the man, Prof. Elvin Gadd, who lived ear the house, was researching his favorite subject, ghosts. Luigi told Prof. 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?

IV: Controls

Control Stick:

- Move Luigi.
- Toggle throughout the Start Screen and Game Boy Horror menus.

A Button:

- Examine objects.
- Open/Unlock a door.
- Display next message.
- Choose an option.
- Zoom (Floor Map mode).

B Button:

- While in dark rooms, hold to turn off flashlight.
- Cancel.

X Button:

- Search Mode (Luigi's Perspective).

Y Button:

- Floor Map.

Z Button:

- Item List.

L Button:

- Expel current element (Press harder for better effect; see Section VII for details).

R Button:

- Use the Vacuum Cleaner to suck things up (Press harder for better effect).

C-Stick:

- Change direction of Flashlight and Vacuum Cleaner.

There are two controller styles to use. If you're a beginner, it's best to stick with the default one. But once you get the hang of things you can use the Sidestep controller style to help you suck up ghosts a bit easier. It's helpful for ghost-catching, but it's a pain for pretty much everything else.

V: Walkthrough

Foyer

Avoid the cursed door and talk to Toad. Listen to his story and select "Leave it to me!". Do this every time. When you see a Toad, you see a saving point. It's important to save, and there's only two ways of doing it: By Toad, and by Boo Capture. Toads are a bit more reliable. Save, then go to the 2nd floor. Vacuum the chandelier and grab the cash. Money isn't important now, but it determines Luigi's reward for completing the game. Always try hard to earn money! Vacuum the remaining coins and re-enter the Parlor. After all, it's the only unlocked door!

Parlor

Search the room for money and then vacuum the purple candles. Get ready, your first battle draws near! After they finally shut up, use E Gadd's tactic and suck in the ghosts. Believe me, it works. There are three who need dealt with. Afterwards, grab the key, and the GB Horror will appear. Use this to pinpoint the door to which the key fits.

Anteroom

This room has more ghosts in it. Get used to it, all dark rooms do. Check for change and exit left.

Wardrobe Room

Defeat all ghosts in here EXCEPT the one in the leftmost cabinet. Check the right cabinet first. This ghost is a quick one. With some skill, you can stun him nearby and suck him in for a ton of money. Now clean the rest of the room and exit left. Save the game, and head back inside. Grab the key by the ceiling by using the Vacuum and C-Stick, then head to the newly-accessible door.

Hallway B

This hallway has two fake doors, they're on the top wall, the 2nd and 3rd ones. There are easy ways to tell if a door is fake or real. One is to see if carpet leads to the doorway. If so, the door is real. However, there isn't always carpet. I just use the vacuum. Oddly enough, if the door DOESN'T move when it's aimed at it, it's fake. Take caution of this, if you try to enter a fake door, you'll knock 10 off your life, and lose coins as well. If anyone has any more ways to identify fake doors, please feel free to contact me.

Enter the first door.

Study

In this room you'll know precisely what E. Gadd was talking about. You'll see a ghost, but it can't be sucked in, can it? Incorrect. This is a Portrait Ghost. It has a whopping 100HP, and reveals its heart only under certain conditions. I just stare at the wall and evade the incoming books. The ghost will eventually yawn--and reveal its heart. Now's your chance. Suck it in, no need to stun it. As it's being sucked in, pearls will appear. They are worth good money. On top of that, the pictures which E Gadd's machine will turn the ghosts into will turn out nicer if you collect larger pearls. Why? No clue. Just do it.

The longer you keep the ghost at bay with the vacuum, the larger pearls it will begin to spew. If you get it to about 15HP or so, a huge pearl will pop out. Then the picture will be crystal-clear...perhaps.

Hallway B

Enter the west-most door.

Master Bedroom

Here's another Portrait Ghost. Raid the room of treasure, then suck the curtains to the left. "Ooh! Such a draft!" That's your cue. Suck her in. If you've noticed, a stupid poison mushroom will appear if you keep the ghost within the limits of the vacuum long enough. You can't do much about them, just pray that it won't hit you. If it does, you'll shrink for about 15-20 seconds, and lose a ton of coins. After the ghost is a goner, suck the ceiling fan for a long while. Eventually, money will pop out.

Hallway B

Enter the door with the baby in it. It zooms in on it, so it's kind of hard to miss.

Nursery

Collect the coins by the horse, then the 50HP heart inside the cabinet. Suck the horse until the baby confronts you. Locate the ball, and suck it into the Vacuum. Hold R and aim at the baby. Release R and nail it. Check the Boss section for the remainder of the battle. ... Yes, there's more.

After you've won, you'll see a chest. Collect the Pink Key and you'll return to E Gadd's Lab. From there, you'll watch the machine I told you about. Afterwards, you can go to the Gallery, Training, or Mansion. Choose either, but once you choose Mansion, come on back to the guide. Deal?

Foyer

Since you have the Pink Key, you can enter the Cursed Door. Do so, but not before saving.

Hallway B

You'll be here a lot. Take a right, a left, then another left, followed by one more, and a final one just before you reach the second Cursed Door.

Bathroom B

You'll hate these ghosts, trust me. Avoid them until they are next to each other. When they are, suck them in at once. If you fail to, one could grab you. Shake the control stick to free yourself, and use the two seconds of pity they feel to capture them. Grab the key. Exit.

Hallway B

Enter the Ballroom.

Ballroom

Guess what! Another breed of ghosts. Suck their masks off, then proceed to suck them up as normal. After they're all gone, another Portrait Ghost will appear. Stand on the rotating platform until the ghosts bow, and in turn reveal their heart. Suck it in, grab the key, and head up.

Storage Room

Surprise, surprise, clean the room of ghosts, then press the switch on the bottom wall. Next, suck off the poster, then hit the next switch. Boo-time baby. You'll unleash 51 Boos. 50 of which need to be caught, and 1, the strongest of all, who is the boss of the game. Suit up, it's going to be a long ride.

Foyer

Retrace your steps. Re-enter all rooms you already have minus the Bathroom. Use the GB Horror to pinpoint the Boos. Sometimes you'll uncover a bomb, if so, run. Other times you'll uncover a Boo Ball. Suck it up and shoot it anywhere. Rarely, you'll uncover the Boo itself. They're not hard to capture; just simply hold R. They like to flee. If they do, go to the room to which they fled quickly. If it's locked, return to the area later.

Collect at least 5 Boos then enter the Washroom. It's just beneath the Bathroom.

Washroom A

Simply save and check the toilet and sink in here.

Fortune-Teller's Room

Don't do anything in here yet, unless you really want to. Just keep in mind that the Crystal Ball is actually a Fortune Teller. Bring her Mario's dropped items and she'll bring you important information. Exit right.

Mirror Room

Boy, you'll love this room. There's a mirror. Imagine that. Ghosts appear in here, but there's a catch. You can only see their reflection. If one's coming from the top, check the bottom. The ghosts stir up a bit of dust when they appear, so that can help you find them too.

Clear the room and catch the Boo. A tip: Boos are in rooms with ghosts or important things. There aren't any outside or by Toads. Open the chest and get the Fire Element. E. Gadd will give you the details.

Fortune-Teller's Room

Light the candles to get a key. Exit up.

Hallway B

From here, go left until you reach the door at the end; conveniently located next to a few bats. Easily dealt with. Enter.

Laundry Room

It's dark, there's spooky noises. You know the drill. Defeat the ghosts and open the washer. Tada! It's Mario's Hat! Raid the room of treasure, and exit down, being sure to avoid the fake door.

Butler's Room

There's not much to this room as of yet. Check the pail behind the candle for a gem. Catch some fire, and look around for money. Check near the toilet paper for a mouse hole. Search it and it will suck you inside to a hidden room.

Hidden Room

It's hidden all right, and for good reason. It seems this is where the family heirlooms are kept. It's loaded with money! There are Elemental Ghosts lurking about in here within the chests, so listen up. Use the fire on them to stun them, THEN use the flashlight. Suck them all in to turn on the lights, lure a Boo into hiding, and gain you access to yet another chest.

Keep in mind that there are other Elemental Ghosts in the game. Some yield fire, some water, and some ice. Use fire to stun ice, water to stun fire, and ice to stun water. Yes, there's ice, moron. ;) Exit left.

Butler's Room

Refill your fire gauge, and head back to the hallway, where I'm sure by now you've seen a ghost carrying a candle.

Hallway B

Light the candles floating about, then quickly return to the Butler Room; the area to which the retard will run out of panic.

Butler's Room

Back again, I know. Rid yourself of the mice running ramped around the room, then prepare to suck in the one being in the game who's more

of a coward than Luigi. Pity. Do him in, then grab the key. Onward!

Conservatory

This place is...different. Hit the instruments to activate them all, then walk to the piano. The pianist (a Portrait Ghost, BTW), will appear and play a melody. Guess correctly and she'll attack you with music sheets! Don't panic just yet! Suck them in, then suck her in. For future reference, searching for money and Boos in the ghost rooms should now be a habit, so I'm not going to remind you anymore. I'm not THAT dedicated. Grab the key, exit down.

Hallway B

Head to the Dining Hall with your new key.

Dining Hall

Inside lies another Portrait Ghost, Mr. Luggs (LOL). First suck off the table cloth, then light the candles on the table. Suck in Mr. Lugg's food, until the ghostly chefs bring him more. Suck them in, quickly, then continue to suck in the food. When he's out, you'll know it. The surprisingly irritating melody chimes in, and he'll shoot projectiles at you. Run in a random motion and he'll stop firing. Now stun him and suck him in. Try hard to do him in, he doesn't show his heart often. You'll win a chest, with.....more money! Exit left.

Kitchen

There's only one ghost in here, but he's Elemental. Eliminate the flying cooking utensils, then SUCK open the fridge. If you normally open it, you'll take damage. Defeat the ghost as described above, and you'll win the Water Element. Zing!

But before you catch some water, catch some fire. Open the oven and light it for a shiny gem. Pretty. Now ignite the fire using water, and exit into the Boneyard.

Boneyard

This is just annoying. Water the plant, then water the soil itself. Lure the dog around a bit and a ghost (Mr. Bones) will pop out. Defeat him and a bone will pop out. While the doggie is distracted by it, suck him in, pronto. Search the dog box for a portal. Enter it. Welcome to the Graveyard.

Graveyard

First off, snatch the gem inside the spouting. Then check the center tombstones. You'll summon three Mr. Bones'. Defeat them all, then grab the 50HP heart in the northwest tombstone. Why 50HP? There's a boss three feet from you! The Bogmire strategy is in the Boss Section. Tallyho!

Snatch the Green Key and warp back to E. Gadd. Watch the cinema of ghost-contraption again. Report to the Mansion, posthaste.

Foyer

Remember the cursed door on Hallway B? Go there. Open it to report to the Courtyard.

Courtyard

This place isn't a hassle, really. Just check the area for items, and don't forget to check the Birdhouse. You'll need to give that item to Madam Clairvoya. Defeat the dangling ghosts that appear on tree limbs to light the area and win more money. Grab some water from the fountain. See that well over there? Climb in, I think you'll want to see what's going on inside...

On your way out, defeat another dangling ghost, the damn things, and get a key. Enter the Rec Room, which is to the east of the Well, but not before saving via Toad, who seems to be in the one spot there is to hide.

Rec Room

Another ghost is lifting weights in here. Punch the punching bag to fulfill Luigi's wishes, and hit the ghost with it. Repeat this twice more and you'll stun the ghost. Haha, what a loser. Get the money, but don't leave yet, there's one more thing you can do in here to get a secret key. Figure it out on your own, or if you're stuck very seriously, refer to the Secrets/Tips section. Exit down.

Hallway C

If you have the secret key, use it here to your left. If not, better luck next time; you have to take the long way around the mansion. Go upstairs and put out the fire on the door. Tea Time.

Tea Room

Defeat the ghosts while evading the china and use the pads on the ground to reach the treasure chest containing the ice element. Grab some from the ice on the next table over, then exit down. If you're quick, you can catch the golden mouse, too. It packs quite a chunk of change.

Hallway C

You'll more than likely hate this floor, so be on guard. It's somehow similar to the first floor as far as the locations of the bath and wash rooms. Enter the northwest-most door.

Bathroom B

Pull back the curtains and when the ghost spots you, freeze her with your ice and then suck her dry. Check the sink, grab the key, exit right.

Hallway C

Navigate and reach the locked door, which is adjacent to the Conservatory, and located on 1F. In other words...the only darkened room on 1F.

Billiard's Room

In here there's a Portrait Ghost playing pool. Leave him be, for now. Go to the Chess Table and vacuum it. A Money Ghost will come out. Suck him up if at all possible, then suck the balls after the ghost breaks them. Use the same strategy as you used on the two bosses.

Repeat twice and it will stun the ghost. Grab the chest, exit right.

Projection Room

This is exactly like the Mirror Room, except twice as frustrating. Defeat multiple ghosts and obtain Mario's Glove. Another item to be sacrificed to the fortune-teller. Hot dang. Head back to the Fortune-Teller's room and give her the Mario apparel, and of course, the letter.

Fortune-Teller's Room

Just shine the flashlight on the ball and she'll share her knowledge. Exit up, head to the second floor hallway, and grab some fire along the way.

Hallway C

From the entrance, make a left from Luigi's perspective, and enter the first door there. Welcome, friend, to Astral Hall.

Astral Hall

Check the area for cash and then do the ONE thing there is left to do in here. You guessed it, light the candles. Defeat the ghosts to be able to enter the Observatory. Try short-cutting my method and entering it anyway, and you'll find that it's not so easy to lift the curse in there.

Observatory

I come here fairly often. It's a place to sort of hide from danger. Go to the edge of the platform and suck in a meteor. Fire it and.....blow up the moon. Don't worry, it's only an illusion. Boos, no doubt. With the moon destroyed, a pathway is formed. Walk across it and grab the Star. This area always reminds me of Star Haven in Paper Mario. (N64)

Hallway C

Enter the room across from Bathroom B.

Nana's Room

I found this to be frustrating, as well as humorous. Knock the yarn balls off the table and shoot them at the Nana. Hit her three times to stun her. Watch her laser vision as well, though most grandmas have it anyway. If you miss, you have to start over by exiting and re-entering. Check the bookshelf for a bit on granny's background if you wish.

Hallway C

Head to Hallway A and enter the locked door.

Twins' Room

All you have to do is suck the toy planes on the ceiling. Use the same method as you did on the ceiling fans and you'll do fine. Once they appear, play their game. The trick to finding them is using the

vacuum on the boxes. If they move then they have a ghost inside. Flush them both out and they'll challenge you to a battle. Details? Section VI.

After you've won, and it's fairly easy, collect Mario's shoe from the chest. Take the two new items to Madam Clairvoyant.

Fortune-Teller's Room

After she reads the star, you get to FINALLY suck the bucket of bones in your vacuum. Do so, and grab the key that appears. Grab some ice from the Tea Room, and find the newly-unlockable door on 3F.

Safari Room

I detest this room immensely. You'd best prepare for the Elemental ghosts and the Banana ghosts, 'cause there's plenty of them in here. Defeat all of them and grab a heart that's by the right wall. Exit.

Hallway D

All these doors are fake but one, and it's the second-to-last room you'll enter in this game, so don't worry about it. Enter the door at the end of the hallway. Brace yourself, you're about to face 15 Boos, and when Boos team up, it's not very pretty.

Balcony

Here they are, perhaps you should find some hearts if need be, because this is long and frustrating, but you've grown accustomed to that though, haven't you?

Defeat them, and grab the Blue Key. Attempt to enter the door, and you'll hate what happens. Thanks to lightning, there's been a blackout.

Hallway E

Enter the last door on the bottom-right, and answer the phone. It's Toad, so you can do whatever you want, scare him, if it makes you happy. But tell him you're Luigi to learn some information.

Answer the second call afterwards, to catch some info on Uncle Grimmly, an old ghost (hah) who only likes the darkest of rooms, and they need mirrors too. Well there's candles in the Mirror Room, so why not check the Wardrobe Room?

Be careful on your way down, there's plenty of Ghosts. Don't play the superhero, just avoid them, it's better that way. They won't end, but eventually, you will.

Wardrobe Room

Just stare into the camera until Uncle Grimmly shows his heart. You'd think it would take some more effort, seeing as though he's cautious, but nope. Suck him in to get the key. Return to Hallway B.

Hallway B

Enter the bottom-rightmost door, and go down the steps. Enter the door.

Breaker room

Not a lot to do here, just flip the switch on the North wall and

grab the key. Snag the Money Ghost from off the table, then head back to a Toad to save. Enter the door across from the Breaker Room.

Cellar

Now you can play superhero again. Check the barrels for ghosts, there will be 3. Suck the dust off the floor, and locate the Reverse-Gravity Pads. They'll make your trips through here a lot easier. Grab the key, and head to the Telephone room again.

Telephone Room

One chest in here has treasure, the other two have skeletons. Defeat them to turn the lights on. Head upward.

Clockwork Room

This is just dumb. Activate three of the clocks (southwestern table, northeastern wall, northwestern wall), and the tin soldiers will attack you. Suck their handles off of their backs to attack them. It's dumb because the others feel it's funny to interfere. Suck them all in to gain entry to the Roof.

Roof

Grab some fire here, and suck all the ghosts in. Then suck in a few Elemental Ghosts. A chest containing a key will appear as a reward. To exit, go fall through the right chimney.

Sealed Room

Yup, this is the room you couldn't enter on floor 2F. It was sealed, and you can see why...wait, not yet you can't. The big chest on the right holds the ghosts, so get it last. Check EVERYTHING in here, it's bound to have something in it. Defeat the ghosts to get a key. Exit by using the mirror trick. If you haven't heard of it yet, just check a mirror with the Search.

Foyer

Go to the locked door on 2F.

Sitting Room

Grab some fire, and light the candles. Extinguish the Elemental Ghosts. Grab some water next. Exit right.

Guest Room

This room is upside-down. Stun the ghost by squirting her with water three times. Suck her in, and avoid the dolls. Exit the room, then re-enter. Grab the treasure, and warp to the Foyer via using the mirror trick. Head to the room adjacent to the Telephone Room, on hallway E.

Armory

This room has a lot of armor. Hence the name. Check the armor FROM THE SIDE to see what happens. If its arm falls, it's ghostbusting time. If not, nothing happens. After you've checked all the armor, check the

chests. That's it, grab the key. There's a mirror on the north wall too, if you care.

Ceramics Studio

You might not think it would be, but this is real simple. Grab some ice, and play the Ghost's game. It's not tough at all, if you have even the slowest reflexes, you should win easily. Avoid projectiles, and suck him in to win a second victory against the ghost. Check all the pots, there's money in them.

Armory

Warp to Foyer from here.

Foyer

Head to the Cellar from here.

Cellar

Exit left.

Hallway F

Enter the top-left door.

Pipe Room

Easy room. Defeat the ghosts and grab some ice. Freeze the toxic waste and walk across it to turn the water off. Grab the new key.

Hallway F

Enter the bottom-left door this time.

Cold Storage

This can be tricky because of the frozen floors, but it's still not too bad. Melt the ice in the corner, and battle the Ghost. Avoid his attacks and counter using fire on him. Melt the ice and suck him out of existence. Head now to Hallway D.

Hallway D

Enter the one remaining locked door on 3F.

The Artist's Studio

Upon entering, you'll notice paintings of all the ghosts you love to hate. The last Portrait Ghost will go down swinging, that's for sure. He'll send one wave of ghosts at a time. If you can, try to stun all three at once, then suck the three in, it saves you time and HP. After you suck all of them in, go for the source of the problem, the artist. Once he's sucked in, you've caught all 23 Portrait Ghosts! Grab the Boo and head back to Hallway F.

Hallway F

Open the door at the end of the hallway.

Hallway G

At the end of this hall awaits King Boo. He has some backup, and is much tougher than standard Boos. What now? You can't just leave, not if you want to save Mario! Enter the cursed door.

Secret Alter

Grab the jewel from the chandelier, and approach King Boo. He'll explain how Luigi needs to share Mario's fate...but you won't let that happen, will you? Section VI for the lowdown.

Section VI: Bosses

Chauncey: This isn't hard at all. Chauncey will toss rocking horses at you, then fling balls identical to the one by his crib. Grab the third ball and fire it at the baby. This stuns it. Vacuuming time. Repeat this process to capture it.

Bogmire: This is irritating. You need to suck up the black shadows in your vacuum and fire them to hit the purple shadow (Bogmire), while making an attempt to avoid the shadows. After you hit Bogmire, suck it while it's recovering. Repeat this process to capture it.

The Twins: This is ridiculously easy. One boy is in a car driving in mad circles, and the other is in a plane flying in mad circles. The only difference is that one honks at you to move, and the other one drops bombs. Go for the car first. Once he's sucked in, the other is easily dealt with. Capture them both successfully to win Mario's Shoe.

Boolossus: Finally, a formidable boss! When the Boos form together, their size and speed go through the roof! Suck Boolossus to your vacuum, and carry him over to the statue's point to pop him. After this happens, grab some ice from the statue, and sling an icicle at the Boos to freeze them. One by one, suck them in like this. Once they reform, re-pop them again. It's harder than it sounds, as the Boos' power weakens, they become more desperate, and run or attack you constantly. Defeat Boolossus to add 15 Boos to your collection.

King Boo & Bowser: Just as no Mario game can go without Bowser, neither can a Luigi one (This can also be proven by playing Mario is Missing for the SNES and PC). King Boo teams up with Bowser here, but, Bowser's dead! A ghost is a ghost, but the ghost of Mario's long-time rival, aren't we pushing it a bit?

To beat King boo, run from Bowser until he launches three spiked bombs at you. Fire one at him when he lowers his head to attack. Stand clear, it's a big blast. King Boo will at last emerge. Suck him in (while avoiding Bowser's attacks) as you would any Boo. Repeat this to clear the game. King Boo has 500HP. That's 500 more than I was hoping.

VII: Items/Elements

Keys: There are several keys scattered throughout the Mansion. You must complete puzzles and meet objectives to obtain them all. You can check the keys you have and the remaining locked doors by using the map.

Colored Keys: There are 4 Big Keys throughout the game. One is awarded each time you beat a boss (with the exception of the "The Twins" battle). They are used on the cursed doors throughout the mansion.

Fire Element Medallion: This enables you to use the Fire Element. It can be used to light candles and other objects, and to defeat certain ghosts. It can be obtained by sucking a fiery ghost from a fiery object.

Water Element Medallion: This enables you to put out fire, water plants, and defeat certain ghosts. It can be obtained by sucking a watery ghost from a watery object.

Ice Element medallion: This enables you to freeze water, and defeat certain ghosts. It can be obtained by sucking in an icy ghost from an icy object.

Money: There is SO much money in the mansion it's unbelievable. Money can be found in chests by meeting an objective, or in hidden places like vases, chandeliers, ceiling fans, or cabinets. It can also be obtained by sucking in extremely fast blue ghosts, or Golden Mice. The blue ghosts can be found in the following locations:

- Wardrobe Room
- Hidden Room
- Kitchen
- Dining Room
- Storage Room
- Nursery
- Study
- Rec Room
- Conservatory
- Nana's Room
- Billiards Room
- The Twin's Room
- Breaker Room
- Cellar
- Sealed Room

Golden Mice can sometimes be found in the following rooms or hallways:

- Study
- Tea Room
- Dining Room
- Safari Room
- Fortune-Teller's Room
- Hallway (2+)
- Sealed room
- Tea Room
- Kitchen

Mario's Dropped Items: No one seems to know how, but Mario's items have been scattered throughout the mansion. Here is a list of the items and their locations:

Mario's Hat

-Found: Laundry Room

-Obtained: By checking the washer

Mario's Letter

-Found: Courtyard

-Obtained: By checking the mailbox

Mario's Glove

-Found: Projection Room

-Obtained: By successfully clearing the room of ghosts

Mario's Shoe

-Found: Twins' Room

-Obtained: By successfully defeating the Twins

Mario's Star

Found: Observatory

Obtained: By blowing up the illusionary moon

When you get items, take them to Madam Clairvoye, and she will give you important information about Mario. Don't care about Mario's whereabouts? You still need to collect his items, because Madam Clairvoye is a Portrait Ghost.

VIII: Secrets/Tips

The Art of Mirroring: The art of mirroring is easy, just find any mirror in the mansion, except for the one in the mirror room, and search it using X. It will warp you to Foyer every time. Take note that this doesn't work during the blackout period of the game.

Gardener: Luigi wasn't cut out for this job, either, but what the heck. The plants outside the mansion (e.g.: Balcony) will spew out treasure when you water them. This works wonders on the plants on the Balcony. Try it, I guarantee you'll like the results.

Rendezvous: When you first reach the Boneyard, water the plant by Mr. Bones' grave before fighting Bogmire. Water it again after fighting Bogmire, and before fighting Boolossus. Water it one final time after fighting Boolossus, and before fighting Bowser, to win a shiny little GOLD GEM.

Just Rewards: There are two GOLD GEMS in the game, one of which can be found by capturing all 50 Boos. Boos do not appear in rooms with Toads, hallways, or outside, with the exception of Boolossus. When Boos appear, just approach them and hold R. It's not near as hard as regular ghosts. If a Boo flies through a wall, you need to quickly go to the room on the other side of the wall, before it hides again. If the room is locked, or you don't make it in time, the Boo will return to the area in due time. Boos are easily caught in lighted areas, but in hallways, they are extremely tough: their HP goes down about 1 every second. The darkness strengthens their power I guess. They didn't stay in hallways for long, so lure them in to lighted rooms, and suck them dry.

Capturing Two Ghosts with One Stun: If you encounter more than one ghost at a time, there's a vital technique that can be used. Try to lure as many ghosts together as possible, then stun them all at once. When they are stunned rotate the Control Stick to reel them in. If there is too many, though, you may not be able to capture them all.

Key Cache: There is a secret key in the game, and it's found in the Rec Room. As I previously mentioned, you must do something in that room. Just simply run on the treadmill for a few seconds and it will pop out. The key isn't required, but it helps you to get from F1 to F2 a lot quicker.

Second Wind: You can return to any spot that has a 50HP heart and grab another one. It takes a while to reappear, though. This comes in handy when you are in need of health and you can't seem to find any.

IX: Copyright and Contact Information

If you have any further questions, or see an error/improvement that could be fixed/made, feel free to email me at tesawyers@msn.com.

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