

Luigi's Mansion Mansion Differences FAQ

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Luigi's Mansion - mansion differences guide

Version 2.0.2

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.0. Contents

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.1. Legal and contact

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To contact me to either suggest information or ideas or point out corrections, use e-mail. The e-mail address to use is greenpickle512@gmail.com.

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.2. Introduction

There are various differences between versions of Luigi's Mansion, and especially the PAL version of The Hidden Mansion varies from all others. This

guide is written to make it clear what those differences are.

.3. Current content

At the moment, this guide contains:

- All version differences I can come up with.
- List to show Boo HP differences.
- List to show numbers of 'normal' ghosts in the PAL The Mansion.
- List of boss differences.

This is most likely the final version, unless I have made any mistakes or anyone requests any more lists.

.4. Version differences

This is split into two sections, for the two different mansions obtainable: The Mansion and The Hidden Mansion, which is unlocked after completing the game, only on that game file.

.4.1. The Mansion

PAL (e.g. Europe, Australia)

NTSC (e.g. USA)

Rooms are fairly light, so they can be easily seen without Luigi's torch.

The room is harder to see where Luigi's torch is not shining; this is also the case in both versions of The Hidden Mansion.

The rank requirements are different: 150,000,000G for A-rank. There is no more money, which means an A-rank is not possible in The Mansion: there is still a maximum of 142,390,000G.
(All other rank requirements are the same)

There is a maximum of 142,390,000G and 100,000,000G is the A-rank requirement.

.4.2. The Hidden Mansion

Differences present in both PAL and NTSC The Hidden Mansions:

- There is no introduction movie or training, and you already have the first key. This, however, is also the case if you select 'The Mansion' after having already beaten the game once on that file.
- Luigi takes double the damage he takes in The Mansion.
- Except for with Boos, the Poltergust is stronger than in The Mansion; it is said that it is 5 times stronger in the PAL version and 1.5 times in the NTSC version, but this remains untested.
- There is a small star in the bottom right hand corner of the screen. (If you

can't see this when playing in The Hidden Mansion, the chances are it has been cut off by your television.)

- Ghost stun periods are much shorter, so you must be closer before flashing them with the torch. (Note: portrait ghosts do not need to be flashed with torchlight; they can be vacuumed straight away when their heart is exposed.)
- There are more poison mushrooms, in furniture and Portrait Ghosts.
- When you select 'The Mansion' from the menu in E.Gadd's laboratory, he says 'Careful now, Luigi!', while selecting 'The Hidden Mansion' will make him say 'Don't get scared stiff, Luigi!'

Differences present only in the PAL version of The Hidden Mansion:

- The entire mansion is mirrored from left to right/right to left, including Luigi (his cap's 'L' is reversed and he uses the Poltergust left-handedly).
NOTES: - E.Gadd's lab. is only mirrored during Portraitification. At the end of this, though, it flips back quickly, quite visibly, so that Luigi shines his torch to the right, as usual, to show the captured Portrait Ghosts.
 - All other cut-scenes are mirrored.
- There are many more 'normal' ghosts in hallways and rooms.
- Boss Ghosts are harder (usually faster, bigger attacks), and sometimes different strategies are needed.
- Some Boos have more HP.
- Some Boos move around more quickly or are more agile. A notable example is TurBoo. (Perhaps all of them are faster.)
- There are quite a number fewer hearts, and some have changed in size (generally becoming smaller).
- Money: 25 more diamonds (grey) are present, each worth 2,000,000G, one in each Golden Mouse and one in each Blue Ghost. This means that 50,000,000G extra is available, bringing the maximum up to 192,390,000G - and so an A-rank is possible.
- The requirement to fight the final boss is 45 Boos rather than the normal 40; there is no change in the 20-Boo requirement earlier on.

.4.3. Lists - PAL The Hidden Mansion/other versions

This section contains various lists to demonstrate some of the above differences:

- Boo HP
- Numbers of 'normal' ghosts in rooms/hallways
- Boss differences

The lists show the differences in these areas between PAL's The Hidden Mansion and all other mansions.

To request another list, e-mail me at the address found in the 'Legal information and use of this guide' section (1.) above.

.4.3.1. Boos' HP

It turns out that some Boos have lower HP in The Hidden Mansion (PAL), though it is higher for most.

(Arranged alphabetically)

```
////////////////////////////////////
/   Name                / The Mansion HP/ The Hidden Mansion HP /
////////////////////////////////////
/BamBoo                 /   30         /   150         /
/Boo B. Hatch           /   200        /   100         /
/Boo La La              /    60        /    80         /
/Boo Peep               /   100        /   100         /
/Boocaster              /   300        /    50         /
/Boodacious             /    80        /   150         /
/Booffant               /   300        /   300         /
/Boogie                 /    40        /    50         /
/Boohoo                 /    50        /    80         /
/Booigi                 /    40        /    50         /
/Boojangles             /    50        /    60         /
/Boolderdash           /   150        /   300         /
/Boolicious             /    30        /    40         /
/Booligan               /    80        /   100         /
/Boolivia               /   100        /   200         /
/Boomeo                 /    40        /    50         /
/Boomerang              /   300        /   200         /
/Boonita                /   100        /   100         /
/Boonswoggle            /   100        /    80         /
/Booregard              /   100        /   100         /
/Booripedes             /   100        /   150         /
/Booris                 /   100        /   100         /
/Bootha                 /    50        /    60         /
/Bootique               /   300        /   200         /
/GameBoo                 /    50        /    60         /
/GameBoo Advance        /    30        /    40         /
/GumBoo                  /    40        /    50         /
/Kung Boo                /    40        /    50         /
/LimBooger              /   100        /   100         /
/PeekaBoo               /    40        /   100         /
/ShamBoo                 /    50        /   200         /
/TaBoo                   /    50        /    60         /
/TamBoorine             /   200        /   150         /
/TurBoo                  /    50        /    30         /
/UnderBoo                /   150        /   200         /
////////////////////////////////////
```

.4.3.2. 'Normal' ghosts

I use 'normal' to generally mean unimportant ghosts. It excludes Portrait Ghosts, Golden Mice and Blue Ghosts.

The following are the codes I have used in the table for the types of 'normal' ghost (most don't have names as far as I'm aware, so I hope it's clear what the descriptions mean):

- A yellow (10HP)
- B pink (20HP)
- C blue (30HP)
- D white grabber (10/20HP)
- E red grabber (20HP)
- F purple grabber (20HP)
- G Shyguy (20HP)
- H fire elemental (varies)
- I water elemental (varies)
- J ice elemental (varies)
- K Mr. Bones (30HP)
- L banana dropper (40HP)
- M white hanger (0HP)
- N purple hanger/bomber (0HP)
- O yellow bomber (0HP)
- P exploder
- Q mini pink blob
- R mini green blob
- S blue mouse
- T purple mouse
- U yellow bat
- V purple bat

In the table, the code refers to the ghost(s) and the number to the number of them. The commas separate times when ghosts appear. For example, if one yellow ghost appears, and then 2 yellow and a pink one later, I write:

'1A,2A1B'

It might seem confusing, but it saves space and makes it easy to read all together. (There are no numbers with Q and R.)

Where HP can vary, an HP value is given after the letters, e.g.

'1H[10]'
 '2D[20]'
 '2H,1H,1H[20]'

Only rooms with 'normal' ghosts in either mansion are listed. They are in the order in which they would most likely be visited.

Note: Hidden Mansion numbers are currently missing for types Q to V.

```

////////////////////////////////////
/ Room / The Mansion / The Hidden Mansion /
////////////////////////////////////
/ Parlour / 1A,1A,1A / 1A,1B,1C /
/ Anteroom / 1A,1B,2A,1A1B / 1C,2B,1B /
/ Wardrobe Room / 1A,1A,1A1L,1A1L / 1C,1D[10],1D[10],2D[20]/
/ 2F hallway [area 1] / 3S2T / /
/ 1F hallway / 4M1N2O3S3T4U4V / 1M3N2O4P /
/ 1F Bathroom / 2D[10] / 3E /
/ Ball Room / 6G / 6G QR /
/ Storage Room / 1B,1E,1B1E / 2A1L,2C,1A3L /
/ Mirror Room / 1D,1D,2D,2D[20] / 2D,4D[20] /
/ Laundry Room / 1B,1E,1B1D[10] / 2G,1B1C /
/ Butler's Room / 4S / R /
/ Hidden Room / 4J[20] (chests) / 4G(chests) /
/ Kitchen / 1J[20] / 1J,2B2J[20] /
/ Boneyard / 1K / 1K /

```

/ Graveyard	/ 3K	/ 5K	/
/ Courtyard	/ 1M3N12Q	/ 4N Q	/
/ Bottom of the Well	/ 1M	/ 1N	/
/ Tea Room	/ 1D,1D[10]	/ 1A1C1E1J,2J[20]3G	/
/ 2F hallway [area 2]	/ 2M1N3O8P6S4T4U	/ 1M2N1O2P	/
/ 2F Washroom	/ 1H[10](open toilet)	/ 2H[10](open toilet)	/
/ Astral Hall	/ 1A1G,1A1G,2G1D[10]	/ 4L,2D[10]2E[20],2A3K	/
/ Projection Room	/ 1F,1F,2F,3F	/ 3F,6F	/
/ 3F hallway [2F stairs]	/ 3V	/	/
/ Safari Room	/ 1I,1I,2L1I[30]	/ 2J,2J2N,2B4J[30]	/
/ 3F hallway [right]	/	/ 1N	/
/ 3F hallway [left]	/ 1O	/ 1O2N	/
/ Breaker Room	/ 6S	/	/
/ Cellar	/ 2B(barrels)	/ 1A1B1C,1A1B1C(barrels)	/
/ Telephone Room	/ 2K(chests)	/ 1I2O,1I2O[30](chests)	/
/ Roof	/ 6G,2J[20]	/ 2G,5J[20],1A1B1C1E1L1O	/
/ Sealed Room	/ 1A1B1C1N (open chest)	/ 7B*	/
/ Sitting Room	/ 5A,2H[10]	/ 3H[10]3G	/
/ Armory	/ 1A2B1C1E1L(chests/armour)	/ 4N2J[20]	/
/ BF hallway	/ 1M1N2P	/ 3N2P	/
/ Pipe Room	/ 2E1D[10]6Q	/ 3B2N,3C2E Q	/
/ The Artist's Studio	/ 3A,3B,3C,3E,3G,3L,3N	/ 5A,5B,5C,5E,5G,5N	/

////////////////////////////////////
 *In the Sealed Room in The Hidden Mansion, lots of 20HP pink ghosts appear at once, so the game lags a lot. Because of this, they are hard to count (not to mention needing to survive), so I can't be certain that there are exactly seven.

It seems that, during the blackout that occurs just after Area Three has been completed, the numbers are the same in all mansions, apart from the fact that there are many more mice in the PAL The Hidden Mansion, such as in the Safari Room and Anteroom. I have included the numbers here anyway, as a comparison to the above list. Obviously, only rooms accessible during the blackout can be listed.

////////////////////////////////////		
/ Room	/ Ghost Numbers	/
////////////////////////////////////		
/ Parlour	/ 5A	/
/ Anteroom	/ 4A1B	/
/ 2F [balcony]	/ 2A	/
/ 2F hallway [area 1]	/ 1M2N3S2T	/
/ Study	/ 1E	/
/ Master Bedroom	/ 2A3E	/
/ Nursery	/ 2A1B1C	/
/ 1F hallway	/ 2M5N2O3S3T4U4V	/
/ 1F Bathroom	/ 3H[10]	/
/ 1F Washroom	/ 1E	/
/ Ball Room	/ 5G	/
/ Storage Room	/ 2B2D[10]	/
/ Mirror Room	/ 4D[20]	/
/ Laundry Room	/ 3L	/
/ Butler's Room	/ 2A2J[20]	/
/ Hidden Room	/ 2C1D	/
/ Conservatory	/ 3A1B	/
/ Dining Room	/ 1A,1L	/
/ Kitchen	/ 1A2B	/
/ Boneyard	/ 3H[10]	/
/ Rec Room	/ 3C3D[10]	/
/ Tea Room	/ 1I[30]	/

/ 2F hallway [area 2] / 1M5N2O8P6S4T4U /
/ 2F Washroom / 2H[10] /
/ 2F Bathroom / 2C /
/ Nana's Room / 5B /
/ Astral Hall / 6G /
/ Billiards Room / 3A4D[10] /
/ Projection Room / 5F /
/ The Twins' Bedroom / 2G2D[10] /
/ Fortune-teller's Room / 2B1C /
/ Safari Room / 2A2D[10] /
/ 3F hallway [right] / 10 /
/ Balcony / 2A2B2C /
/ 3F hallway [left] / 10 /
/ Telephone Room / 1A1B1C /
////////////////////////////////////

Although I tried to list every ghost, numbers for the hallways could be wrong because the ghosts do not always appear. Feel free to e-mail me if you find a mistake (see section 1.).

.4.3.3. Boss differences

BOSS ONE: CHAUNCEY

- Rocking horses are a lot bigger, and move more quickly. Their motion is wave-like, from side to side.
- Chauncey moves more quickly when bouncing around.

BOSS TWO: BOGMIRE

- Bogmire stays visible for less time.
- There might be more of the other ghosts (it's hard to tell).

BOSS THREE: BOOLOSSUS

- Boolossus begins much larger, even though he is made up of the same amount of Boos.
- As you start the battle, the screen zooms in to show Luigi jumping onto the Poltergust 3000. This means that he can move around very quickly during the battle, and can only rotate with the C-stick. This, however, actually makes capturing Boolossus's component Boos easier.

BOSS FOUR: KING BOO

- Sometimes, one or two of the spiky balls Bowser throws will flash straight away rather than after a few seconds, meaning that they will blow up before you can use them. This hurts.

.5. Credit

vipsoccermaster - fixing a lot of errors and omissions in section 4.3.2.
