

Luigi Mansion Dark Moon Guide

Luigi Mansion Dark Moon Guide

Downloaded from web1.enteraskincare.com by Orr & Benjamin

INTRODUCTION: WELCOME TO THE EERIE WORLD OF LUIGI’S MANSION: DARK MOON

When Luigi first stepped into the haunted halls of his own mansion, nobody expected the timid plumber to become a ghost-busting hero. With **Luigi Mansion Dark Moon Guide** in hand, you are about to embark on one of the most charming and spooky adventures on the Nintendo 3DS (and later on the Nintendo Switch in the remastered version). In this sequel to the original GameCube classic, Luigi is once again recruited by Professor E. Gadd to retrieve the shattered pieces of the Dark Moon, a magical artifact that kept the ghosts of Evershade Valley peaceful. Now, the ghosts have become aggressive, and it is up to Luigi to explore multiple haunted mansions, capture ghosts, solve puzzles, and collect treasure.

This comprehensive **Luigi Mansion Dark Moon Guide** walks you through every haunted mansion, every type of ghost, and every hidden secret. Whether you are a newcomer trying to conquer ScareScraper or a veteran aiming for the highest rank in every mission, you will find practical tips, boss strategies, and hidden collectible locations here. Let us dim the lights, check the Poltergust 5000, and step inside the Dark Moon’s world.

UNDERSTANDING THE GAME: STORY, SETTING, AND BASIC MECHANICS

Before diving into mission specifics, it helps to understand what makes *Dark Moon* different from the original. The game is split into five distinct mansions, each with its own theme and set of missions. Luigi must explore these mansions in a non-linear way, returning to Professor E. Gadd’s lab between missions to upgrade his equipment and store treasure.

The Dark Moon Fragment and Your Objective

The Dark Moon was a crystal that kept ghosts docile. When King Boo shatters it (using a hypnotic spell on the ghost population), the ghostly inhabitants of Evershade Valley become hostile. Professor E. Gadd tasks Luigi with retrieving the five missing pieces of the Dark Moon from five different mansions. Each piece is hidden inside a major boss ghost, so you will need to defeat that boss to progress.

Controls and the Poltergust 5000

Your main tool is the Poltergust 5000, a vacuum cleaner that can suck up ghosts, blow air, and suck items. The control scheme on 3DS uses the circle pad for movement, the A button for actions, and the stylus for aiming the Strobulb (a flashlight that can stun ghosts). In the Switch version, controls are mapped to analog sticks and buttons. Mastering the Strobulb flash and immediate vacuum suction is the core combat mechanic.

In this **Luigi Mansion Dark Moon Guide**, we emphasize the importance of learning the timing of the Strobulb: wait for the ghost to fully emerge from its hiding place before flashing, then immediately slam it with the vacuum to begin the tug-of-war battle.

MANSION-BY-MANSION WALKTHROUGH: TIPS FOR EACH HAUNTED LOCALE

Each mansion presents unique puzzles, ghost types, and a final boss. Below is a structured breakdown to help you clear every mission with a high rank and find all hidden Boos.

1. Gloomy Manor – The Training Grounds

Gloomy Manor serves as the tutorial mansion. It is smaller and less complex than later areas, but it holds several crucial items, including the first Dark Moon piece. **Key tip:** Search every drawer and cabinet. Many coins and bills are hidden inside furniture. Use the Dark Light (obtained after the first mission) to reveal invisible objects and doors.

Mission guide highlights:

- **Mission A-1:** Find the magic door. Simply follow Professor E. Gadd’s instructions. Flash lamps, turn valves, and open chests.
- **Mission A-2:** Retrieve the master key from the graveyard. Use the plunger shot to pull switches and unlock gates. Be careful of the “Hider” ghost that pops out of gravestones.
- **Boss: The Poltergeist (a possessed painting frame).** Flash the painting when it shakes, then vacuum the keys that fly out. After the frame crashes, suck up the central ghost.

Hidden Boo in Gloomy Manor: In the Conservatory, look up at the ceiling fan after clearing the vines. Shine your flashlight to reveal a hidden Boo.

2. Haunted Towers – Vertical Exploration

Haunted Towers is a vertical mansion full of staircases and balconies. This mansion introduces the “Stretch” room puzzles and the first encounters with multiple aggressive ghost types. **Essential for this mansion:** The vacuum plunger is key to crossing gaps and pulling down platforms.

Key tips for Haunted Towers:

- Check every chimney and fireplace for secret doors.
- Use the Strobulb on chandeliers to make them fall and create platforms.
- The “Slam” move (shaking the 3DS or pressing a button on Switch) is useful to shake off ghosts that grab you.

Boss: The Bogmire (a giant, goopy shadow ghost). Shine your flashlight to reveal its location, then vacuum the goo that splatters. It will form smaller blobs that you can capture. Repeat until the core ghost appears.

3. Old Clockwork – A Mechanical Maze

Old Clockwork is a mansion filled with gears, clocks, and timed switches. This area is notorious for its tricky puzzle sequences where you must activate a clock hand to open doors for only a few seconds. **Our Luigi Mansion Dark Moon Guide recommends:** Always pull out your map (use the Select button) to see rooms and clock hand positions. Memorize the pattern of moving gears.

Mission highlight - Finding the Gear Room: In one mission, you must collect three gear pieces from different rooms and place them in the central clockwork mechanism. Use the Dark Light to spot hidden pressure plates.

Boss: The Clockwork King Boo (a mechanical version). This boss battles involves dodging pendulum swings and sucking the magical energy from his crown. Use the Strobulb to stun the crown when it glows.

4. Secret Mine – Dark and Dangerous

The Secret Mine is an underground facility with icy floors, explosive barrels, and stealth sections. Luigi must navigate through dark tunnels while avoiding searchlights from enemy ghosts. **Pro tip:** Use the plunger to pull traps and open metal doors silently. In stealth sections, walk slowly (press the B button) to avoid making noise.

New ghost type - Sneaker: These ghosts hide in chests and grab your leg. Quickly flash the chest behind you when you feel a tug.

Boss: The Giant Ice Ghost (The Polterkitty). It is actually a cat ghost that multiplies. Identify the real cat by its shadow shape. Vacuum the fake cats for coins but focus on the real one.

5. Treacherous Mansion – The Final Challenge

The Treacherous Mansion is the largest and most complex area. It is filled with illusions, fake walls, and the toughest ghost encounters. The mansion is divided into two parts: before and after a mid-game twist. **Do not miss the “Secret Room” behind the painting in the library.**

Mission tips for Treacherous Mansion:

- Use the Dark Light frequently to reveal hidden pathways and invisible blocks.
- In the “Parade of Ghosts” mission, you must line up ghosts in a specific order. Use your captured ghost list as a guide.
- Collect all three jewels (Emerald, Ruby, Sapphire) to open the final door.

Final Boss: King Boo (true form). This fight has multiple phases. King Boo will inflate his body and summon ghost shields. Use the Super Suction upgrade to disrupt his attacks. After stunning him, vacuum his crown repeatedly. Watch for his blue flame attack and dodge by sidestepping.

ESSENTIAL GAMEPLAY STRATEGIES AND UPGRADES

Progressing through *Luigi’s Mansion: Dark Moon* is not just about completing missions; it is about maximizing your score and loot. The game rewards you with gold medals based on treasure collection, ghost capture points, and time completion. To achieve the highest rank (“A” rank), you need to:

- Capture all ghosts in each mission (including hidden “Boo” ghosts).
- Collect all treasure, including gold bars, coins, and bills.
- Complete the mission without taking excessive damage (using healing fruit or cookies can restore health, but try not to rely on them).

Upgrades from Professor E. Gadd

As you collect treasure in the mansions, Professor E. Gadd will offer upgrades in his lab. After each mansion you complete, you can spend money to improve the Poltergust 5000. Upgrades include:

- **Stronger Suction:** Attracts ghosts faster in tug-of-war.
- **Darker Strobulb:** Stuns ghosts for a longer duration.
- **Extra Heart Container:** Grants one more hit point (maximum of 6 hearts).

Prioritize the Strobulb upgrade first - longer stun makes ghost battles significantly easier, especially in later mansions.

Collecting Hidden Boos

Each mansion hides a special Boo ghost. Finding all 20 Boos (5 per mansion) unlocks a bonus mission and a special medal. To find Boos, look for subtle clues: a flutter of a curtain, a slight giggle, or a face on the wall. Use your flashlight to “stare” at the Boo until it reveals itself, then capture it.

MULTIPLAYER: SCARESCRAPER AND THRILL RIDE

Beyond the main story, *Luigi’s Mansion: Dark Moon* offers a fantastic multiplayer mode called ScareScraper. In this mode, up to four players (local or online) cooperate to clear a randomized tower of floors. Each floor requires a specific objective: capture all ghosts, collect all treasure, or find the exit. Communication is key. **This Luigi Mansion Dark Moon Guide recommends** staying close to teammates. Use the “stun” ability to help a friend who is being tugged by a strong ghost.

Tips for high rounds in ScareScraper:

- Stock up on healing items before entering a new floor. Look for boxes in dark corners.
- If you are playing with AI partners, press the “call” button to gather them together.
- Use the environment: exploding barrels and water sprayers can damage ghosts.

HIDDEN SECRETS AND EASTER EGGS

Dark Moon is full of charming references to the original game and other Nintendo franchises. For example:

- In Gloomy Manor, look for a portrait of Mario on the wall near the starting area.
- In the Secret Mine, there is a hidden room with a message that reads “Wario was here”.
- In Treacherous Mansion, you can find a miniature model of the original Luigi’s M