

= Luigi 's Mansion =

Luigi 's Mansion ( ????????? , Ru?ji Manshon , " Luigi Mansion " ) is an action @-@ adventure game published by Nintendo for the GameCube . It was the first game in the Mario franchise to be released for GameCube . It was released in Japan on September 14 , 2001 , in North America on November 18 , 2001 , and in Europe on May 3 , 2002 . The game was a launch title for the GameCube , and the second title in the Mario franchise where Luigi is the main character , instead of Mario , the first , third , fourth and fifth being Mario is Missing ! , Luigi 's Mansion : Dark Moon , New Super Luigi U and Dr. Luigi , respectively .

The game takes place in a haunted mansion when Luigi wins a contest that he never entered . Mario , who investigates the mansion earlier , goes missing , and it is up to Luigi to find him . To help Luigi on his quest , an old scientist named Elvin Gadd ( or E. Gadd for short ) has equipped him with the " Poltergust 3000 " , a vacuum cleaner used for capturing ghosts , and a " Game Boy Horror " , a device used for communicating with E. Gadd . He also uses it as a map and to examine ghosts .

The ghosts have escaped from Professor E. Gadd 's paintings ( with the help of King Boo ) and it is up to the player to capture every one of them . Every ghost is different and is to be captured in different ways .

Luigi 's Mansion was relatively well received by reviewers , despite being criticized for its short length . The game has sold over 2 @.@ 5 million copies , and is the fifth best @-@ selling Nintendo GameCube game in the United States . It was one of the first games to be re @-@ released as a Player 's Choice title on the system . The game was later followed by a sequel entitled Luigi 's Mansion : Dark Moon , released for the Nintendo 3DS in 2013 .

= = Gameplay = =

Luigi 's Mansion is set in a haunted mansion next to a laboratory outside . The mansion consists of five floors , including a basement and a roof . Luigi starts out in a foyer , the hub area of the mansion .

In Luigi 's Mansion , Professor E. Gadd arms Luigi with two of his inventions : the Poltergust 3000 and the Game Boy Horror , which resembles another Nintendo product , the Atomic Purple model of the Game Boy Color . The Poltergust 3000 is a high @-@ powered vacuum cleaner designed for capturing ghosts and gathering treasure . To capture ghosts , Luigi must first shine his flashlight on them to stun them . This reveals the ghost 's heart , giving Luigi a chance to suck it into the Poltergust 3000 , steadily reducing the ghost 's hit points to zero , at which point they can be captured . The ghosts remain in the Poltergust 3000 , although certain more advanced ghosts named Portrait Ghosts are extracted and put back into their portraits after a process at the end of the game 's four areas . When these paintings are made , they are stored in the gallery in Professor Elvin Gadd 's laboratory . Luigi must also locate three medallions , which allow him to expel fire , water , or ice from the Poltergust 3000 . These elements are needed to capture certain ghosts .

The Game Boy Horror allows Luigi to examine items in the mansion , detect a Boo 's presence in the room , and indicates its proximity to Luigi . It also contains a map of the mansion and lets Luigi and Professor E. Gadd communicate . Spread throughout the mansion are dark rooms containing ghosts , and when Luigi clears a room of all its ghosts , the lights come on and a chest usually appears . The blue chests contain a key or the water element , red chests contain three of the five items that Mario dropped and the fire element , green chests contain treasure , the only white chest ( in the tea room ) contains the ice element , and the gold chests ( appearing upon the defeat of the area boss ) contain special keys that unlock the door to the next area and King Boo 's crown . Whenever Luigi finds a key , his Game Boy Horror automatically indicates which door it unlocks .

Once King Boo , the final boss of Luigi 's Mansion , is defeated , the player is given a rating ( A to H ) based on the amount of treasure Luigi has found . A second version of the mansion also becomes playable , called the " Hidden Mansion " . In the European version , the entire mansion appears as a reflection of the previous version , bosses are different and possibly move faster , ghosts and Portrait Ghosts may be captured faster , and there are sometimes more ghosts in a room .

== Plot ==

The game begins with Luigi having won a mansion in a contest . Despite not having entered any contest , he promptly told Mario about the mansion , and the two agreed to meet up outside it that evening . Luigi takes a flashlight with him and he follows the map to the mansion . Upon finally arriving at his new mansion , which looks much more sinister than the supplied photo , Mario is nowhere to be found . Luigi proceeds inside the mansion , entering the Parlor after he gains the key from a strange ghost @-@ like shape . Upon entry , he is soon assaulted by a Gold Ghost , only to be saved by a little old man wielding a vacuum cleaner . The old man , however , is unable to reel the ghost in , and is soon overpowered . After being helped to his feet by Luigi , the old man introduces himself as Professor Elvin Gadd . The two retreat from the mansion when more of the Gold Ghosts appear .

In E. Gadd 's laboratory , he explains how Luigi 's newly won mansion is obviously the work of something not of this world , as it only appeared a few nights ago . As Luigi further explores the mansion , he discovers that it was built by King Boo to shelter the now @-@ freed portrait ghosts , ghosts whom E. Gadd had previously captured and contained in paintings . They sent Luigi the supplied photo to lure him into a trap . Gadd also tells Luigi that he saw someone wearing a red cap go into the mansion some time ago , but has not seen him since . Upon learning that the red capped man ( Mario ) was Luigi 's brother , E. Gadd allows Luigi to take over his duties of ghost @-@ catching and entrusts him with his vacuum cleaner , the " Poltergust 3000 , " and another invention called the GameBoy Horror that allows him to communicate with Luigi .

After numerous confrontations and challenges with many ghosts , portrait ghosts , boss ghosts , Boos , puzzles , and locked doors , Luigi confronts King Boo , who has trapped Mario inside a painting like the portrait ghosts . King Boo pulls Luigi into a painting for their final battle , puppeteering a Bowser suit from the inside to aid him . Eventually , King Boo is beaten down and sucked into the Poltergust 3000 while " Bowser " collapses . Luigi returns to E. Gadd with Mario 's painting and successfully extracts him from within it using the Ghost Portrificationizer in reverse . King Boo is turned into a painting along with the other portrait ghosts . The ending also sees the haunted mansion disappear , after which Luigi builds a normal house on the site using the treasure he accumulated . The size of the house depends on how much treasure the player was able to obtain before the end of the game .

== Development ==

The game was first revealed at Nintendo Space World 2000 as a technological demo designed to show off the graphical capabilities of the GameCube . The full motion video footage had scenes seen in later trailers and commercials for the game , but were never used in the final release . This footage includes Luigi running from an unknown ghost in the Foyer , ghosts playing cards in the Parlor , and ghosts circling around Luigi . Soon after its creation , Nintendo decided to make the demo into a full @-@ fledged video game . A year later , Luigi 's Mansion was later shown at the Electronic Entertainment Expo alongside the GameCube console . A newer version of the game , more closely related to the final version , was later revealed at Nintendo Space World 2001 .

The original plan for Luigi 's Mansion involved a game where the levels revolved around a large mansion or complex . Tests were later done with Mario characters in dollhouses and such . Once it was transitioned into a GameCube project , Luigi was selected as the main character in order to keep the game original and new . The other gameplay ideas , such as ghosts and the ghost @-@ sucking vacuum cleaner , were added later . Older concepts , such as a role @-@ playing game @-@ like system which made real @-@ time changes to rooms , as well as an underground cave area located under the mansion , were also scrapped due to the inclusion of the new ideas .

Luigi 's Mansion 's music was composed by Shinobu Tanaka and Kazumi Totaka , and as such contains " Totaka 's Song " , a song featured in almost every game that Totaka has composed . It is found by waiting on the controller configuration screen at the Training Room for about three and a

half minutes . The main theme of Luigi 's Mansion is orchestrated and arranged by Shogo Sakai for Super Smash Bros. Brawl . The game featured voice actors Charles Martinet as the voice of Mario and Luigi , and Jen Taylor as the voice of Toad . Luigi 's Mansion received an award for its audio by BAFTA Interactive Entertainment Awards in 2002 .

All GameCube systems support the display of stereoscopic 3D , and Luigi 's Mansion was developed to utilize this feature . However , 3D televisions were not widespread at the time , and it was deemed that compatible displays would be too cost @-@ prohibitive for the consumer . As a result , the feature was never enabled outside of development .

= = Reception = =

Commercially , Luigi 's Mansion is the most successful GameCube launch title and the best @-@ selling game of November 2001 . Despite meager sales in Japan at around 348 @,@ 000 units in total , it became the fifth best @-@ selling Nintendo GameCube game in the United States , with sales of roughly 2 @.@ 19 million units . It was also one of the first Player 's Choice titles on the console , along with Super Smash Bros. Melee and Pikmin .

Critically , Luigi 's Mansion received generally positive reviews , and reviewers praised the game 's graphics , design , and gameplay . GameSpot stated that Luigi 's Mansion " features some refreshing ideas " and " flashes of brilliance . " The gaming magazine Nintendo Power praised the game for being " very enjoyable while it lasts , with its clever puzzles and innovative game play . " GameSpy said that the game features " great visuals , imaginative game design and some classic Nintendo magic . " The game was referred to as " a masterful example of game design " by GamePro . Game Revolution stated that " the graphics are quite beautiful and the interesting game mechanics are enjoyable . " The American @-@ based publication Game Informer praised the gameplay , and referred to it as " brilliant and up to par with Miyamoto 's best . " The audio was praised by IGN , who considered Luigi 's voice acting as " cute , humorous and satisfying " , and GameSpy , who declared that the soundtrack remains " subtle , amusing and totally suitable throughout the game " . The Japanese video game publication Famitsu awarded the game with a gold rating , and noted that the control system , while tricky at first , works well .

The game has also received criticism , mainly because of its length . GameSpot said that Luigi 's Mansion " fails to match the classic status of Mario 's adventures " and that the " short amount of time it takes to complete it makes it a hard recommendation . " The review , however , also considered that the short length prevents the gameplay and audio from getting tiresome . GameSpy also criticized the game 's length , saying that it could be beaten in about six hours . Allgame declared that Luigi 's Mansion " ultimately fails to deliver a cohesive gameplay experience over the long @-@ term . " Fran Mirabella III of IGN felt that the game was sub @-@ par , due to its " predictable , formulaic gameplay . " G4 's TV show X @-@ Play criticized Luigi 's Mansion in their special on Mario games and media , calling the game a letdown for players waiting for the first Mario game on the GameCube . Luigi 's Mansion was awarded the 2002 BAFTA Interactive Entertainment Award for audio . The game placed 99th in Official Nintendo Magazine 's 100 greatest Nintendo games of all time .

= = Legacy = =

Luigi 's Mansion introduced two new characters , Professor Elvin Gadd ( or simply E. Gadd for short ) and King Boo . E. Gadd has reappeared in other Mario games , such as Mario Party 6 and Mario & Luigi : Partners in Time . E. Gadd is referenced in Super Mario Sunshine as the creator of Mario 's F.L.U.D.D. device and Bowser Jr . ' s paintbrush . He also appears as a playable character skin in Super Mario Maker . King Boo has also reappeared in other games , either as a boss ( including Super Mario 64 DS and Super Princess Peach ) or a playable character ( including Mario Kart : Double Dash !! and Mario Super Sluggers ) . Although King Boo does not appear in Super Mario Sunshine , his name is used in the Western version of the game for a noticeably different Boo , who appears as a boss . The ghosts in Luigi 's Mansion have made appearances in other Nintendo

games , such as Mario Party 8 and Wii Party .

The mansion in the game has reappeared in other Mario games , usually acting as Luigi 's home stage . It appeared in Mario Kart : Double Dash ! ! , Mario Kart 7 , Mario Power Tennis , Mario Kart DS , Mario Hoops 3 @-@ on @-@ 3 , Mario Super Sluggers and Mario Sports Mix . In Super Smash Bros. Brawl , a Luigi 's Mansion stage is unlockable . It can be destroyed when characters hit a set of pillars , but it can rebuild itself later on . There are also some stickers and trophies based on the game . The stage reappears in Super Smash Bros. for Wii U.

A sequel was revealed at E3 2011 for the Nintendo 3DS , and demonstrated as Luigi 's Mansion : Dark Moon at E3 2012 . After a delay , the sequel was released in March 2013 to celebrate the Year of Luigi .

At E3 2012 , Nintendo introduced the Wii U launch title Nintendo Land , which hosts Luigi 's Ghost Mansion , a multiplayer minigame based on Luigi 's Mansion . In this minigame , four players controlling Miis dressed up as Mario , Luigi , Wario and Waluigi have to drain the energy of a ghost , while the GamePad player , controlling the ghost , must make all the other players faint before time runs out .