



Luigi's Mansion™ 2

Introducing the Poltergust 5000!

Poltergust 5000

Professor E. Gadd's new vacuum cleaner – an example of expert engineering – can be used for far more than cleaning dusty corners. The Poltergust 5000 and its range of attachments let you capture ghosts by sucking them up, stun foes with a flash, make the invisible visible, and launch objects at obstacles!

IMPORTANT: Please read the separate Important Information Leaflet.

Note: You can restrict online interaction via Parental Controls. For more information, refer to the Operations Manual for your system.

This software title includes an electronic manual to reduce the amount of paper used in its packaging. For support, please consult the electronic manual, the Operations Manual for your system or the Nintendo website. The electronic manual is available in PDF format on the Nintendo website.

Basic Controls

Here are the basics of moving around and using the Poltergust 5000.



L Blow

Blast out air or launch an item jammed in the Poltergust's nozzle.



Walk

+ Run



Touch Screen

Use the Touch Screen to navigate the map and view your health, goals and more.

START Pause Menu

Restart missions, return to the bunker, and view the controls.

B Look Down



R Suck Up

Suck up ghosts and small items. Large objects will get stuck in the nozzle.

You can also use the Poltergust 5000 on some curtains and carpets. When the A-Pull meter appears, move back using and press when the meter is full.



X Look Up

X Interact (when X is displayed)

Open doors, check objects, and peek through windows and gaps in the walls. While peeking, tilt the system or use to look around.



A Use the Strobulb Flash

Stun ghosts and defeat small enemies.



Y Hold to use the Dark-Light Device

Release items sealed in paintings and make hidden objects visible again.



Catching Ghosts

Press **(A)** for a
Strobulb Flash!


Any ghosts stunned by the flash will temporarily drop their guard.



Suck Up Ghosts with **(R)** + **(C)**

Sucking up ghosts reduces their stamina. Use **(C)** to carefully pull ghosts towards you and build up the A-Pull meter.

A-Pull Meter

Give a strong tug by pressing **(A)** when
 **(A)** is full enough.

As you pull ghosts towards you, the A-Pull meter fills up. The more you charge it, the more you'll weaken ghosts when you press **(A)**. When a ghost's stamina reaches 0, you've caught it.

Note: Luigi will lose health if he is dragged off his feet or attacked by another ghost. Press **(B)** while capturing to dodge attacks.



Electronic Manual

Select the icon for this software on the HOME Menu and touch MANUAL to view the electronic manual. Please read this manual thoroughly to ensure maximum enjoyment of your new software.



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