

I'm not a robot



Luigi's mansion unblocked

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With over 9k games covered, including 836 completed ones, this platform offers a vast resource for gamers. Genres: Action, Adventure, Fighting, FPS, Puzzle, Racing, RPG, RTS, Sports, Strategy Platforms: GameCube, Wii U, 3DS, DS, Xbox Series X, Xbox One, Windows Bionic Commando A classic arcade game, Bionic Commando debuted on the NES in 1988. This unique platformer features a grappling hook and follows Ladd Spencer as he takes down enemy forces. Announcements September 30, 2024: Upgrading text license to CC BY-SA 4.0 June 24, 2024: Visual Editor & DiscussionTools enabled! May 6, 2024: Site upgraded to MediaWiki 1.41 Luigi's Mansion A 2001 video game where Luigi must rescue his friends from ghostly imprisonment in a mansion. Developed by Nintendo EAD, this game marks the beginning of the Luigi's Mansion series. Luigi's Mansion was released in various countries on different dates. The action-adventure video game was developed by Nintendo and initially launched for the GameCube console in 2001. It marked the first time a Mario franchise title appeared on this particular gaming platform, even though it debuted earlier in Japan on September 14th of that same year. The gameplay revolves around Luigi's mission to rescue his brother, Mario, from a haunted mansion filled with ghosts. To achieve this goal, players must control Luigi as he navigates the spooky environment, battling and capturing these malevolent entities using an extraordinary vacuum cleaner known as the Poltergust 3000 supplied by Professor E. Gadd. Upon its release, the game received generally positive reviews from critics who praised the engaging gameplay mechanics, immersive setting, and captivating soundtrack. However, some reviewers criticized its relatively short duration. Despite this, Luigi's Mansion went on to sell over 3 million copies worldwide, cementing its status as one of the top-selling titles for the GameCube. Initially, fan reception was mixed, but as time passed, the game gained a cult following. Two sequels were subsequently released: Luigi's Mansion: Dark Moon in 2013 for the Nintendo 3DS and Luigi's Mansion 3 in 2019 for the Nintendo Switch. A remake of the original game was also developed by Nintendo and Grezzo for release on the 3DS in 2018. In terms of gameplay, players can explore a haunted mansion divided into four distinct areas. Each area consists of interconnected rooms that must be explored to locate keys and unlock new paths. Players are also provided with access to training facilities and galleries within Professor E. Gadd's laboratory to help them prepare for the challenges ahead. The objective is simple: capture as many ghosts as possible by first stunning them with a flashlight, then using the Poltergust 3000 to suck them up. The time it takes to capture a ghost depends on its hit points; higher hit points equate to longer capture times and greater vulnerability for Luigi. To avoid failure, players must be mindful of their health levels, as taking too much damage will result in game over. Along the way, Luigi can collect three elemental medals that grant special abilities to the Poltergust 3000, allowing it to summon and vacuum up ghosts more efficiently. From various sources including fire, water, and ice, Luigi can capture specific ghosts or solve puzzles by expelling their respective elements. To progress, he must capture regular ghosts in the mansion and some "portrait ghosts" which require certain conditions to be met for them to become available. Once all ghosts are captured, certain rooms will brighten up, and music will play. The Game Boy Horror allows players to access a map of the mansion, track Luigi's progress, and receive clues about capturing portrait ghosts. The device can also detect hidden keys, examine objects, read profile information on captured ghosts, and keep tabs on treasure found by Luigi. A mischievous spirit began to haunt Professor Elvin Gadd's new mansion, but he managed to save its inhabitant by employing an unorthodox method involving a vacuum cleaner. Unbeknownst to them, this mysterious abode was created by the malevolent King Boo to harbor his freed special ghosts, which had been captured and converted into paintings using the "Ghost Portrificationizer" device. The professor entrusted Luigi with his ghost-hunting equipment in hopes of finding his missing brother Mario, who had been lured into a trap within the mansion's walls. Luigi delved into the dark, labyrinthine halls of the mansion to rescue his brother and discovered that King Boo had created the illusionary structure as revenge for their previous victories over his minions. After recapturing the escaped ghosts and retrieving the key to unlock Mario's secret prison, Luigi confronted King Boo within a painting. Utilizing his cunning and resourcefulness, he managed to defeat King Boo by exploiting his powers and turning him into a painting. Upon returning to the real world, Luigi found Mario still trapped in the painting but freed him using the Ghost Portrificationizer's reverse function. As a token of appreciation for his aid, Professor Gadd gifted Luigi with a new, ghost-free home built on the former site of the mansion. This benevolent gesture was inspired by the treasure collected during their perilous adventure, which had ultimately led to the mansion's demise as an illusionary entity. Luigi's Mansion was originally created as a demo for the Nintendo GameCube, but it soon became a full-fledged video game. The development team, led by Hideki Konno, Shigeru Miyamoto, and Takashi Tezuka, worked on the project after its initial creation. A new version of the game was showcased at Nintendo Space World 2001, which shared similarities with the final version. The original plan for Luigi's Mansion involved a game set in a large mansion or complex, but this concept was later scrapped in favor of a haunted house setting. The character of Luigi was chosen to be the main protagonist to give the game an original feel. Additional gameplay features such as ghosts and a ghost-sucking vacuum cleaner were added later. The music for Luigi's Mansion was composed by Shinobu Tanaka and Kazumi Totaka, featuring "Totaka's Song". The game's audio received an award from BAFTA Interactive Entertainment Awards in 2002. Although the GameCube had the capability to display stereoscopic 3D, it was not enabled in the final product due to cost concerns. Of November 2001. It debuted at number one on the US charts, selling 257,000 units in its first week. Nintendo credited the game with driving sales for the GameCube console, surpassing Super Mario 64's opening numbers. Although Japan saw modest sales of around 348,000 units, it became a top-five best-seller in the United States, moving approximately 2.19 million copies. Worldwide, it sold 3.33 million copies by 2020. As one of the first Player's Choice titles on the console, Luigi's Mansion received positive reviews for its graphics, design, and gameplay. Critics praised the game's innovative mechanics, visuals, and audio. GameSpot highlighted refreshing ideas, while Nintendo Power commended clever puzzles and enjoyable gameplay. The game was also criticized for its short length, with some reviewers suggesting it could be completed in about six hours. Despite this, Luigi's Mansion received awards, including the 2002 BAFTA Interactive Entertainment Award for audio. It ranked 99th on Official Nintendo Magazine's list of the 100 greatest Nintendo games of all time. Luigi's Mansion features Professor Elvin Gadd (E. Gadd) and King Boo as playable characters, both making appearances in other Mario games. E. Gadd is referenced in Super Mario Sunshine for his role in creating the F.L.U.D.D. device. In various games, Luigi's Mansion has appeared as a stage, including multiple Mario Kart titles. The game also inspired Nintendo Land's "Luigi's Ghost Mansion" multiplayer minigame. The remake of Luigi's Mansion introduced several new features to enhance gameplay, including elements from the PAL version's Hidden Mansion, which increased the difficulty level in certain regions. Players could earn Rank S by achieving high scores in this mode and unlock a luxurious mansion after completing the credits. As of 2018, the game had sold 90,410 copies in Japan, making it one of the top-selling Nintendo 3DS releases that year. Reviewers praised the remake's visuals and core gameplay experience, which held up well even 17 years after its initial release. The incorporation of stereoscopic 3D, dual screens, and new modes such as boss rush received positive feedback from critics. Luigi's Mansion was a remarkable game, my boy! I provided the Poltergust 3000, but you successfully captured King Boo and brought him back from Bowser's painting ^ Nintendo EAD. Right away, Luigi, grab your brother Mario's painting and bring it to the lab for restoration by Dr. Gadd. The article appears to be a collection of reviews for the game Luigi's Mansion, which was initially released for the Nintendo GameCube in 2001 and later re-released for handheld consoles. Many of the reviews praised the game's unique concept, gameplay, and charm, with reviewers noting its ability to bring a sense of nostalgia and whimsy to the platforming genre. Some reviewers also commended the game's atmosphere, graphics, and sound design. However, not all reviews were uniformly positive. A few critics felt that the game's difficulty level was too high, or that it was too short. Others expressed disappointment with the lack of multiplayer features or certain aspects of the gameplay mechanics. Overall, the reviews suggest that Luigi's Mansion is a charming and engaging game that has aged well over time, despite some minor flaws. Luigi's Mansion has received positive reviews from critics and audiences alike. The game was released for the Nintendo GameCube in 2001 and has since become a classic in the Mario franchise. The game follows Luigi as he tries to capture ghosts in his mansion, which has been haunted by King Boo. The gameplay involves exploring the mansion, capturing ghosts, and solving puzzles to progress through the story. Luigi's Mansion has received praise for its unique gameplay mechanics, charming graphics, and entertaining storyline. It has also been recognized for its ability to appeal to a wider audience than other Mario games, including those who may not be familiar with the franchise. The game has been well-received by critics and audiences alike, with many considering it one of the best games in the Mario franchise. References to Nintendo's Luigi's Mansion game, including IGN articles, GameSpot reviews, and Nintendo Life coverage. The text mentions the original GameCube release, as well as the Nintendo 3DS port and its subsequent release date. Additional sources include Australian government documents, Digital Trends interviews with Shigeru Miyamoto, and YouTube review videos from GameXplain and Nintendo Life.