You walk down the road, the night sky dark and cloudy. As you hear a lightning bolt in the distance, you think to yourself why you came here in the first place. As a small breeze passes by, the crumbling of paper in your hands grabs your attention, and gives you a reminder.

“Evershade Valley Map”

Flipping it over, you can find the actual reason you’re even here.

“Congratulations! You have won a free vacation in the luxurious landscape of Evershade Valley. The location has been marked on your map, and you are free to bring any and all friends should you desire. We hope to see you there!

- Evershade Corps”

… Now you’re starting to regret ever coming to this stupid valley.

Sure, things went amazing when you, your benefactor, and your companions arrived that day, greeted by a luxury mansion and the residents happened to be surprisingly friendly ghosts. Then as nightfall came, you were given a rude awakening in the middle of the night to be greeted by ghosts rampaging everywhere and forcing you to ditch the mansion before they could take you out in the crossfire. To make matters worse, whatever this place is doing to them seems to be cutting you off from your build.

You have been restricted to just your bodymod.
Age and gender can be chosen freely.
All perks, powers, items, and warehouse are unavailable.
If you have not taken bodymod, you may do so now.

You soon reach a random house after a bit of walking. Cold, tired, and left with just the clothes on your back, you have no choice but to go inside and wait until the storm hopefully blows over.

Stepping inside the house, you are greeted to the awkward silence and eerie darkness. Taking a few steps in, you get surprise attacked by one of the ghosts. Whether or not you try to fight it doesn’t matter, as you can’t punch a ghost as a human being. Suddenly, the ghost starts getting pulled back, as behind it you see someone wielding a vacuum cleaner on their back, using it to try and vacuum up the ghost. It goes on for a few seconds, before the ghost ultimately gets away. The person sighs.

“Darn, these ghosts are really something.” They turn to face the door, only then noticing you. “Oh, hi there! I didn’t know there was someone else here.” They look out at the room. “I swear, the ghosts here used to be so friendly. I need to find whatever is doing this to them. Anyways, we’d better leave before more of these guys come after us.” They pull out a device, push a few buttons, and then you and them get pixelated and sucked into a camera.



You have 0CP

You come to your senses as you materialize in some sort of wooden house. The person who transported you here follows suit, putting the vacuum down next to a large machine of some sort. They turn back to you. “Sorry about the whole mess, I haven’t really had much time to clean the place ever since I got this job. So anyways, what brings you here?”

If you explain your situation, they aren’t surprised in the slightest.

“So you received an invitation to come to Evershade Valley, and then you were ambushed? *sigh* that’s definitely King Boo’s doing.” They go over to a computer and start doing something you probably don’t bother to follow. “Well I’d love to help you out, but I’m kind of having my own problems right now.” You hear them grumbling, “Paranormal Field researcher, I don’t even kno how to wrangle a house cat, how am I supposed to go out fighting ghosts to-” then they look up in realization, and turn towards you. “Hey, I have an idea. Something you would call, say, a mutual relationship. Simply put, my job is being a paranormal investigator in the field. I’m supposed to capture ghosts so I can analyze them and send the data to the boss. The problem, however, is that I am not cut out for ghost hunting. But that’s where you and I can make a deal! You can go out into the valley, maybe capture some ghosts for me to study, and I’ll provide you with the equipment and skills necessary to solve your problems!”

It seems like a strange bargain, but as you are now, going out into the valley alone is a death wish. Whether enthusiastic, reluctant, or some other emotion, you agree.

“Great! I just need to get a little bit of data on you and we can get started.” They drag you over to a machine, which takes a scan of you, as well as gathers info on Evershade Valley. “Don’t mind the machine, I’m just going to see what you’re capable of and what we’re going against.”

-Drawbacks

Where’s the jump button!? (+100CP): “... What do you mean you forgot how to jump?” **Whether it’s a shift in gravity, some sort of curse, a heavy object on your back, or just being way**

too freaking fat, you have basically lost your ability to jump, meaning you can't get over anything higher than you can get your leg over.

Innuendo (+100CP): "Do you have to pat your crotch like that?" **You seem to be more prone to… *suggestive references* than usual. Ranging from dry humping objects to accidentally saying something about sucking things, you just can't seem to catch a break. On the plus side, anybody who likes this kind of humor will have a good time.**

I'm terrified of ghosts! (+100CP): "You're afraid of ghosts? Okay, we might have a problem." **You have a deep fear of ghosts. You're scared at the very possibility that they could be around, and even more scared about the risks they pose. And you have to go into a building full of them. Yeah, put the pieces together.**

Polterprick (+200CP): "Okay, so right now I can offer you this key right- Where did that dog come fr- Oh, criminy it got away with the key!" **You now have a new ghost to deal with. A particularly annoying ghost based around some kind of mundane animal (preferably a house pet like a dog) that will occasionally pop out of nowhere, grab whatever plot macguffin you need at the time, and then run off with it. Then, you have to track it down in order to capture them and grab the macguffin. However, after retrieving whatever they grabbed, they will somehow escape the poltergust and run off to repeat the cycle. This only serves to drag out your missions further in the most annoying way possible.**

Ghosts of the Past (+VariableCP): "Hey, those ghosts look different. The specters in Evershade Valley don't have those kinds of skills. Do you know anything about them?" **Ghostly friends and foes from past jumps, as well as possibly your own companions have somehow been taken to Evershade Valley, and are under the same influence causing the natives to go hostile. To make matters worse, there's a guarantee that at least some of them will be in possession of crucial items important to your quest. Fortunately for you, they only have access to whatever powers they have as a ghost, and they are still completely vulnerable to the poltergust. Although what you should really worry about is how strong these ghosts are.**
You gain 200CP if the ghosts being included are only as strong as a portrait ghost, as they should be simple to vacuum up given the right tactics. The offer changes to 400CP if we start including boss level ghosts, as they will have access to much more power, like the Spider Queen or the Killer Staircase, or even the ability to transport you to their arena, like Chuncey and Bogmire. Finally, the offer rises to 600CP, but this means all ghosts, no matter what their power level, are now included. Yes this means if you have a god tier ghost friend/foe/companion from the past, you face the risk of having to fight said god tier ghost at full strength with just your bodymod and a vacuum cleaner. I would recommend looking back at your ghostly greetings before taking this.
You get 0CP if you don't have anyone who can fill the role of the ghosts.

Rescue Missions (+200CP): "Oh, great. Looks like boss' workers also got caught up in the incident. Well, better rescue them while you're out there." **Hope you don't mind doing a little bit of escort work, as you're going to need to save some of E. Gadd's assistants while you're out on the field. They can't do anything to fight off the ghosts, you can't leave them behind to go into other rooms without them, and should ghosts actually show up, all they can do is run around screaming or be caught and used as shields. Gadd also has**

a bad habit of sending his workers to ironically inconvenient places, "I have an irrational fear of clocks and my boss sent me to a clock factory" ironic, which is only going to add more inconveniences to rescuing them.

The Let's Play Curse (+300CP): "What's a 'let's play curse'? Jeez, whoever was naming these really doesn't have any regard for context." **The Let's Play Curse is a very subtle but very dangerous thing. Basically, by taking this, Evershade Valley is going to be putting a ton of effort into making you look like an idiot. Ghosts that have a ton of cash with them manage to escape from you, minor enemies not worth mentioning always seem to land a hit on you, rule of thumb is that if it makes you look stupid, it's probably gonna happen.**

Poltergust Beta (+300CP): "Hmm, something's up with the gear. Sorry, looks like you'll have to deal with the older model of poltergust." **The beta version of Luigi's Mansion had a feature on the poltergust where you had a meter that tells you how much strain is being put on it. When that meter gets full, the poltergust explodes, takes away half your health, and is unusable for several seconds afterwards. You now have to deal with this risk during your time in the mansion. Luckily, it seems the poltergust cools off when not in use. Very… Very slowly.**

The Hidden Mansion (+400CP): "Is it just me, or do these ghosts look angrier than usual?" **Instead of going through the usual journey Luigi would have taken, you now have to deal with the hidden mansion. This makes your quest much harder, as rooms will be darker, ghosts will appear more often, and they can deal twice as much damage.**

The Blackout (+400CP): "Uh-oh. I would be careful in there, the power seems to be deviating a bit." **At certain points during your time out of the shelter, Evershade Valley will undergo a blackout. In normal cases, this wouldn't be so bad, as it only means you can't return to the shelter until you get the power back on. However, ghosts love the dark, and until you can get the power on you'll have to deal with unending swarms of them jumping you at every opportunity, as there can't be any bright rooms during a blackout.**

24 Hours (+600CP): "... What? 24 hours? What does that even mean!?" **You really think you're good enough to beat this gauntlet? Think that you have the skills to speedrun this? Alright then, let's see if you can put your money where your mouth is. You have 24 hours to complete the gauntlet. If you can't beat the requirements within that time limit, it's game over and you fail.**

-Perks

Luigi's Mansion Soundtrack (free): "I sense a disturbance in the fourth wall." **You now have access to all the music in the Luigi's Mansion series that you can play in the background or in your head at will. It also comes with a special track consisting of rap verses by Professor E. Gadd, who breaks the fourth wall even more.**

Nothing to see here… BORING! (free): "You ever wonder what's going on inside someone's head? Yeah, me neither." **When inspecting objects, you will randomly think to yourself some kind of joke having to do with said object, such as the condition or function of said object. This is absolutely pointless in terms of actual info, but might get you a chuckle or**

two looking at something like a refrigerator. I'm willing to bet there's something cold in there. This ability can be toggled on and off at will.

Now get a move on! (100CP): "Listen, when all else fails, I find running away to be the best strategy. Trust me, it works at least sometimes." **You have the ability to run endlessly, fatigue never seeming to catch up with you until you choose to stop running. Even then, you can catch your breath in just a second or two and then go right back to running.**

Health Numbers (100CP): "Huh. It says here you have access to some kind of… HUD vision… whatever that is." **You essentially get added specs to your vision during your time in the mansion. On the bottom left corner of your vision you can find your HP, which starts at 100 and tells you how much damage you can take before falling unconscious. You also, when wrangling a ghost, can see their HP measured by a number below them, which will go down as you vac them, and when it reaches 0 they're pulled into the hose. Post jump, you can turn this on and off at will, and it'll work when using some means of constant damage, such as stamina draining.**

I teach you to ghost bust (100CP): "It's easy enough, just sucky sucky sucky and clean up the white stuff. Okay, that came out wrong." **By taking this perk, you will have mastered basic training over using the poltergust. You know how to fight against the ghosts trying to escape, as well as how to jump out of the way of attacks when wrangling a ghost.**

And You Suck the Best! (200CP): "The best! Your sucking beats the rest! I have no Idea why I said that." **This perk allows you to claim yourself as the best at something that somebody wouldn't consider to be that cool, and then get the skills and creativity to prove them so wrong that you get all the bragging rights. For the purpose of this gauntlet, this is being the best at using vacuum cleaners which makes you an ideal user for the poltergust, but you're free to choose at the beginning of each new jump what this skill is.**

Reflections (200CP): "Actually, come to think of it, ghosts having reflections doesn't really make much sense." **A weird trait concerning the ghosts in Evershade Valley is that even though they can turn invisible, you can still perfectly see their reflections in the mirror. By purchasing this perk, that trait is now implemented in other jumps, making it so that you're perfectly capable of seeing the reflections of anything that's invisible, as long as there's something that can give off a mirror-like reflection.**

Viewing The Room (200CP): "Huh. It says you have 'third person point of view' as well. No idea how that's possible." **By taking this perk, you get the ability to switch your perspective to third person view reminiscent of that in the games. Basically, you now view whatever room you're in from the foreground of the room. Needless to say, this is going to be very helpful for not being caught from behind.**

The Money's Real,Though! (300CP): "Man, ghosts are just rolling in it. They have so much money that they literally hide it in their ceiling fans!" **Somehow, you just happen to come across money hidden in random, unusual places. Shake that vase over there and it might pop out some coins. Open a cabinet and it could end up spitting some dollar bills at you. The chances and fortunes that you can get scale with the danger levels of the area. You're pretty much guaranteed to get a fortune if the building is home to a bunch of**

ghosts. Though the probability is next to impossible, you might even find something as special as the golden diamond in the original game.

Paranormal Investigator (400CP): “Wow, I didn’t know you were a ghost enthusiast.” **You are now classifiable as a paranormal investigator. You know about ghosts, you know how to observe them, and you know how to adapt on those findings. The real fun is that you can now replicate E. Gadd’s feats of creating machinery based around ghosts, from the ghost portraificationizer capable of turning them into lovely paintings, to the poltergust, the weapon designed specifically to capture ghosts.**

Cowardly Lion (600CP): “I know it’s scary out there, but your friends are counting on you to save them. Surely you can find the courage to be there when they need it.” **Fear is a powerful thing. It makes those it affects hesitant, reluctant, unable to perform at their peak efficiency. But that’s no longer a problem for you now. No matter how scared you are, no matter how much your instincts try to control you, you won’t back down. Even when you’re afraid beyond compare, you can still muster up just enough courage to do what it is you need to do. Whether it’s planning out how to catch your opponent off guard or forcing yourself to fight paranormal monstrosities that want to take you in pieces, fear will no longer take control of your actions.**
This doesn’t actually increase your courage or nullifies your fear whatsoever, it only makes it so that your fear won’t hinder your actions, allowing you to do whatever it is you want to do without needing to deal with things like hesitation at critical moments.

You’re the monster now (600CP): “Oddly enough, messing with someone’s mind can do the craziest things to people. I know Greenie was one of them.” **Much like Luigi clearly shows, even if you might be a nervous wreck, you can clearly build up a reputation of someone not meant to be messed with upon a certain group. Whether it’s mercilessly capturing ghosts or burning spiders alive or feeding a huge sentient carnivorous venus flytrap a fruit covered in spikes that causes it to choke and die (don’t ask), you’ll be known as someone not to be toyed with, and as such they will start becoming more scared of going against you. Though if you push it too far, they might just decide to stop messing around and go all out on you.**

-Items

“Alright, now that we know what you can do and what we need to overcome, it’s time to get you some supplies. You won’t be getting very far with just the clothes on your back. Anyways, once you’ve got everything you need, I’ll send you out into the valley. Good luck.”

Fresh Clothes (free): Just for you, I have a set of casual clothing for you to wear, just in case what you were wearing before was unfitting, damaged, or soiled. Don’t feel bad, it happens to everybody. It comes in whatever design you choose, and the pockets seem capable of holding a seemingly infinite amount of items.

Communication Device (free/100CP): This device will allow me to communicate with you when you’re out of the bunker. Feel free to take your pick of either the Gameboy Horror, the Dual Scream, or the Virtual Boo. It also gives you access to a map of the area, tells you where you are on said map, tells you where rooms of importance are, and can show you other stats like

how much money and ghosts you have in the poltergust. For 100CP, it will also give you an earpiece, so that you can communicate with people on the fly instead of dealing with the ringtone dialing.

Strobulb (free): This is going to be your main tool for looking around the mansions. Ghosts love to hide in the dark, so this flashlight is going to help you see your way around the area. On top of that, it's been given the strobulb upgrade, which allows you to charge and release a flash of light that can be used to stun enemies and makes ghosts vulnerable to the poltergust. However, they are capable of resisting the flash if they can cover their eyes, whether by wearing eye protection or blocking the flash with a weapon.

Dark Light Device (100CP): One thing to note about ghosts is that they love to play with illusions. The majority of illusions you'll find are things being made invisible, therefore making you unable to interact with them. That's where this comes in. The Dark Light Device is a modification for the flashlight allows you to shine a rainbow/blacklight to reveal invisible objects. It can also be used to neutralize invisibility, and during the gauntlet, any ghosts made visible via the dark light device will take a moment to taunt you, leaving them open to the strobulb. Plus, somebody happened to come by earlier and dropped off the latest model that doesn't overheat from overuse. Lucky you!

Poltergust 3000 (free): This machine, despite looking and functioning exactly like a shop vac, has been configured by the genius Professor E. Gadd to be able to capture and contain ghosts. After catching ghosts off guard, you simply use the suction mode to take hold of the ghost and suck them in. Ghosts aren't the type to go down without a fight, though, so when you've got a hold of them, you'll have to wrangle with them a bit to tire them out before they'll get pulled in.

If you pay 200CP, you will instead be given the Poltergust 5000, which makes it easier to keep the ghosts from tugging you around and gives you access to the Power Surge, which charges a meter on the poltergust that when filled can shock a ghost, taking away some of it's health, the amount of which increases the longer you charge the meter, doing 10, 20 and 60HP respectively depending on how many meters you fill.

For another 200CP, you will get the Poltergust G-00. This replaces the Power Surge with Slam, doing exactly what you would expect. Each time you slam a ghost you take away 20 HP, capable of charging up to 4 slams in the time it would take to charge one shock on the 5000, and you could end up hitting objects or other ghosts with this. It also gives you access to the suction shot, which allows you to stick a toilet plunger with a rope on certain objects allowing the poltergust to use the slam function on said object.

Elemental Medal (100/200CP each): These are special medals that can somehow be added to the poltergust in order to give it the functions of different tools related to said element. Now, the 100CP one makes it so that you only have a limited amount and that you'll have to find an outside source of that element to refill, but the 200CP one gives you an unlimited supply. For each purchase you can have one of the medals.

-Fire: This allows you to use the poltergust as a flamethrower, being used to light candles or set things ablaze. It can also be used to melt ice and burn ghosts.

-Water: This one lets you use the poltergust as a water hose. You can use it to put out fires and water plants, which in this place seems more useful than you might think.

-Ice: This one is like a liquid nitrogen hose, to be honest. Ice will allow you to freeze water solid so you can walk on it, and can freeze enemies in place.

Bunker (300CP): Okay, I'll admit. This little shack isn't exactly the best ghost defense area. So I'll tell you what: You give me some of that CP stuff, and I'll give you access to my bunker. The bunker is much more secure compared to the shack, as it's hidden in a secluded area underground and the only way in is either through the impenetrable ghost-proof door or via the pixelator. I also have access to much more advanced tech here, so I guess there's that. You'll have the means to open the door yourself, of course, and anyone you allow in will have the same means as well.

Portable Lab (200CP): Or… we could use this, I guess. What we have here is a backpack sized object that has the ability to expand into a small laboratory. That means you can basically set it up anywhere you can take it in compact form. It also contains a copy of everything that would have went into the shelter.

Pixelator (200CP): The pixelator is one of E. Gadd's inventions, and in my opinion one that could revolutionize the world. It's a special software that allows the user to transfer objects and living things through the network to another area via turning them into pixels and back, as long as the screen or camera has enough power to function. Kind of like TRON, actually. Anyways, by purchasing this, you'll be able to use the pixelator to transport back to the shelter whenever you want, so long as the mansion still has power. You can also have these blueprints I found, which I suppose tells you how to develop a checkpoint for the pixelator.

Ghost Container (200CP): Now, normally I would just dump out all the ghosts you found into the boss' inventory since I don't have anywhere to store them. But with this container, we'll be able to store ghosts you collect inside. The only way they're getting out is if we release them with the container's button. You also get the Boo Canister, which stores Boos. And also a button for that one. Why would boss make a button for that? I don't know.

Ghost Portraificationizer (free/200CP): This is one of the inventions that seems to go far beyond logic. Basically, it has the ability to press ghosts into visible form, trapping them within the confines of two dimensions and making them into portraits. It can also go in reverse to un-press someone trapped in a painting. It's free while you're here, but I'll let you keep it for a price.

Money Vault (100CP): This is a storage unit that will allow you to store all the cash you've collected. Despite only being the size of a vending machine, it seems capable of holding an infinite amount of money and valuables. It also has a treasure collection space where you can store and observe any special treasures you want to keep for yourself.

Shopping Network (200CP): This shopping network is basically exactly what it sounds like. It serves as a place for you to purchase items like golden bones or ghost trackers, or upgrades for your equipment like the poltergust. Stuff like this doesn't come cheap, though. You'd better have a lot of money if you want to buy yourself a large stockpile.

Polterpet (200CP): Well now, looks like you found yourself a little ghost animal! It seems to have taken a liking to you as well! I don't suppose you would mind taking it with you on your ghostly adventures. Little fella might even be able to help you out! **Details aside, what you get for purchasing this is your own ghostly animal of your choice. However, it has to be some kind of animal you would normally find as a house pet, like a dog or cat. While they can't take out ghosts, they do serve as good distractions and can often try to tempt you into following it to places of importance. Should you be knocked unconscious, this pet will**

come to your aid and wake you up, as long as you have a gold bone on your person of course.

Goo Jumper (400CP, free Poltergust G-00): Interesting. You seem to have found a container (built into the poltergust if you don't want to haul it around) of a special substance recently discovered by E. Gadd, who has dubbed it "goo". This substance comes in a color of your choice, and has strange qualities. For one, when released from the container, it will mold itself to have a body identical to yours in shape. You then have the ability to transfer your consciousness from your own body to that of "Goo Jumper" as I will call it, although you're free to try coming up with a pun involving the word "goo" (or any word with a similar meaning) and your name.
This body has all the capabilities your bodymod has, as well as being able to perfectly replicate all your poltergust's capabilities to the T, meaning you get an extra pair of hands, and they can be recalled to the container when no longer needed.
Due to having a body made of liquid, Goo Jumper is capable of sliding into places that solid bodies wouldn't be able to. Going through pipes, sliding through grate doors, going into drain pipes, and similar. In addition, this also makes them immune to projectiles like arrows, since they'll just go straight through Goo jumper. However, somehow melee attacks still hurt them normally, as well as attacks that don't rely solely on kinetic force.
Now, this gelatinous body doesn't come without downsides. Goo Jumper's body is still entirely vulnerable to ghost attacks and can only endure half the punishment you can before losing form and being forced to return to the container. Also, they're not even remotely waterproof. If they come into contact with water, they'll lose their composition, melt into a puddle, and be forced to return to the canister.
Finally, for 100CP undiscounted, you may create or import one disembodied being to take control of Goo Jumper themself, effectively allowing you to 2-player the gauntlet and removing the need to manually control Goo Jumper. Just make sure you choose someone trustworthy or at the very least someone willing to cooperate.

-Scenarios

This is going to determine what your goal in the gauntlet is. You can take as many scenarios as you want, but you only need to complete one to complete the gauntlet. Anything after that will get you some extra prizes.

Defeat King Boo - **King Boo is the main antagonist of Luigi's Mansion. He is a cunning mastermind ghost who has access to reality distorting illusions and somehow managing to escape his demise at the hands of E. Gadd twice (though that might be more due to E. Gadd's stupidity than anything). In any case, he will be the main opponent in this gauntlet, and you must defeat him to win and complete the scenarios.**

Get Me Outta Here! - **Well this is unfortunate. King Boo seems to have captured your benefactor, and is holding them hostage in a painting within the first haunted mansion. Your quest in this scenario will be to traverse the haunted mansion filled with King Boo's mook ghosts as well as the spirits of people who may have lived in the mansion prior to**

the king's invasion, in an attempt to get to your benefactor's painting to free them and escape the valley.

Repair The Dark Moon - **The Dark Moon serves as an emotional stabilizer for the ghosts of Evershade Valley. The energy it gives off is what makes the ghosts act like the friendly fellows they're supposed to be. However, as of now it's been blown to pieces scattered around the valley, and you have to find said pieces to put the dark moon back together and return the ghosts to their senses. This scenario will have you traveling through the five locations in Luigi's Mansion: Dark Moon. The Gloomy manor, Haunted towers, Old clockworks, Secret Mines, and Treacherous mansion. In each location, you'll need to find a way to get to the possessor ghost guarding their dark moon piece and take it back.**

Jumper's Nightmare- **Well, this seems to be a problem. King Boo has captured your companions and is holding them captive within the Last Resort-a giant hotel full of ghosts. Each floor goes off a different theme, and while it would be easy enough to just go to all of the floors at your leisure, the elevator, which is the only means of going through floors, seems to be missing a lot of the buttons, which have been taken by the ghosts roaming the floors. You'll have to somehow convince or force them to hand over the buttons to get to other floors, and the main goal is to find your companions and free them from the hotel in order to complete this scenario.**

Some notes beforehand: Your health in this gauntlet is measured by "consciousness". Basically, if you run out of health, you'll fall unconscious. Now, while this normally wouldn't be enough to be confirmed as a "death", getting knocked out cold anywhere that isn't the shelter will leave you at the mercy of the ghosts and King Boo. Therefore, if you fall unconscious you're most likely guaranteed to either die or King Boo will put you in a portrait, both scenarios resulting in a gauntlet fail. Following that, consider the golden bone to be your 1-up. If you get knocked out, a little ghost animal will come by, eat it, and then wake you up before anything else can happen to you. Those things don't come cheap though, so try not to get yourself knocked out.

Reward

So, you managed to make it through the gauntlet? Captured some ghosts, made some nice portraits, saved Evershade Valley? Okay, well after such a marvelous journey I will give you your rewards.

Defeat King Boo grants no rewards except for his crown. Unfortunately without King Boo it doesn't have the power to manipulate ghosts or give you any of his powers, but it is a rather large gemstone that has a lot of paranormal energy still inside it.

Get Me Outta Here! - Your benefactor thanks you for helping them out of that situation, though also requests that you keep the fact they got captured between you and them. On a better note, your reward for going through this hazardous task is a heartfelt reunion between the two of you, and a gift from me. How much money did you collect? While the mansion was an illusion, the cash was definitely real. Depending on how much cash you collected in total, I will provide you with your very own mansion, free of charge and free of ghosts! Check here to see what mansion you get.

Repair the Dark Moon - For returning the ghosts to their senses and bringing peace to their home, Evershade Valley is now in your debt. You now have access to a special means of entering Evershade Valley in future jumps, either importing it into the setting or having it as a warehouse attachment, but always keeping the friendly ghosts around to do whatever you need them to. In addition, the ghosts have given you access to a special challenge mansion called the Scarescraper. Check the notes for details.

Jumper's Nightmare - Your friends are grateful that you managed to rescue them, but before you have time to celebrate, the Last Resort comes crashing down. You manage to escape, and find the ghosts have come to their senses. With the help of your friends and some jumpchain magic (not literally… maybe) you manage to rebuild the Last Resort in its full glory, and this time not run by King Boo! As a reward, while the Last Resort will remain in this world, you instead get your own hotel, run entirely by friendly ghosts! The hotel will start with 15 floors and 2 basement floors, and you're free to choose a specific role or theme for each floor. Want a floor dedicated to making movies? You can have it. Want a floor that looks like a mall? Sure thing! Want a floor based off of Moby Dick? Surprisingly, you can have it! It's also surprisingly bigger on the inside. If you want more floors, you'll have to build them yourself, but once they're complete, they'll follow the same rules.

"I guess this is where we part ways, huh? Well, before you set off, I just want to say thanks for helping me out. It was really nice meeting you, and I don't know about you, but I had fun. Hope we meet again someday."

With a final goodbye, you leave with all your belongings and your new toy. Your benefactor comes by to pick you up in a bus, and hop into a seat. With the sunset looking so beautiful, and everything you had to do to get here, a nap sounds like a good idea. Your eyelids slowly shut as you take a well deserved rest, and you leave for your next adventure.

Thanks for Playing.

Notes

-Regarding the scarescraper: For those who don't know, the scarescraper is a challenge mode that appears in Luigi's Mansion Dark Moon and returning feature in Luigi's Mansion 3. In the game, 1 to 4 players would go through different floors of the building, each one containing a challenge you need to complete to advance. The challenges involve hunting ghosts, tracking polterpups, collecting money, finding the exits, and even a mix of all of them. During the intermission between floors, players will have a red coin bonus challenge in which they try to collect red coins to roll for upgrades to advance through the floors. Every 5th floor will have a boss challenge, where you'll be going up against a boss ghost, which is one of the dark moon ghosts with a special skin and occasionally some unique skills.
Your version of the scarescraper serves the same purpose, being able to set up a ghost hunting challenge for whoever is participating. It can be yourself and some friends or maybe you just play spectator. In any case, the host is allowed to decide the difficulty (normal hard and expert) and number of floors (5, 10, 25), as well as which gamemode they'll be playing through. Players will then each be equipped with their own ghost hunting equipment (the poltergust, strobulb, and dark light device), working together to complete the challenges and advance to the next floor.

Should all the players run out of time, get KO'd, or get trapped, they'll simply be transported out of the scarescraper with no harm done. Players will also be allowed to keep whatever monetary gains and rewards they collected, however if they want to keep the poltergust and ghost containment, that's for you to deal with.
If you purchased Goo Jumper, you can raise the player limit to 8, but four of those players will be controlling bodies with the same properties of goo jumper. Floors will also be altered to increase the necessity of the gooey bodies

-Without purchasing the pixelator, heading back to the shelter would require you to walk the way back manually, which can be quite tedious after a while.

-The gauntlet is still a work in progress since we have to wait and see what Luigi's Mansion 3 can offer us. Until then, the gauntlet is not yet jumpable. I thank you for your patience.

-Yes, the poltergust is also capable of holding a seemingly infinite amount of ghosts, money, junk, and basically whatever else you suck in. Although due to the fact that all that stuff is in a vacuum cleaner, you get for free a special nozzle in your cosmic warehouse that allows you to empty out the poltergust and will deposit everything into the proper storage places.

You'll be back
And we'll be waiting