

It is late noon in town, and in the top flat of a apartment complex Emma the private detective has just returned from a little investigation outside the town, and is now sitting on her desk looking at some photos she's taken.

"It sure is fun being the main player of a jazz band, but not even that can beat a night of investigational detective work." said Emma as she keeps looking at the photos.

"From my observations so far, there has been some strange stuff going on at a place outside the town. But I'm still feeling clueless about the shapes I've seen..." said Emma, still trying to make sense of the shapes in the photos. She still can't make them out though.

"I better give the Green Team a call. Maybe they can help me out with this mystery." said Emma and picks up her phone to dial the number to the Green Team's apartment.

In the apartment complex where Calimero and his friends reside in, Wario-Ware-Man & siblings and Maya have apparently come over to their flat for a little night of fun, with Piero, Warrio, VARIO, and Valeriano playing a game of Ludo against each other for a start.

"It sure is very nice of you guys to invite us over to your apartment." said Maya.

"Well, that is what friends are for, right?" said Priscilla.

"And as for us playing Ludo, it was Warrio's idea..." said Wario-Ware-Man rather reluctantly.

"And what game would you have preferred then?" asked Priscilla.

"I would rather be playing a game of cards with you guys. But that's not happening tonight it seems." said Wario-Ware-Man.

"VARIO did bring the set of cards with him, but he felt the Ludo came first on the list at Warrio's insistence." said Maya. Wario-Ware-Man just sighs and watches the guys playing away at the table.

"Hm, my green piece is just two steps away from one of Warrio's yellow pieces, I've just rolled 2 on the dice, and his piece is ONE step away FROM safety... maybe, just maybe..." said Valeriano and with a look of glee on his face he is about to putt Warrio's piece back into his starting pen until the telephone rings.

"Wha?? The phone's ringing at this moment??" said Valeriano.

"I'll go and get it. Probably one of those dreaded salesmen again..." said Wario-Ware-Man and goes to answer the phone.

"Alright, Wario-Ware-Man! ... hm, you sound rather familiar, like that detective girl we keep seeing every now and then... Oh, it IS you! ... Ok. Right, I'll get him... Calimero!!" Wario-Ware-Man called out to him.

"What is it?" Calimero called back.

"Can you come and take over? It seems rather important, and she wants to speak specifically with you!" said Wario-Ware-Man and hands the phone over to Calimero.

"Hello, this is Calimero of the Green Team's HQs. Who am I speaking to?" asked Calimero.

"Hi Calimero. It's me, Emma. I've been doing some investigation outside the town for a few nights, and I've got a rather puzzling mystery on my hands." said Emma.

"What kind of mystery is it?" asked Calimero.

"I'll tell you about it in my apartment. Now, what I want to ask you is... could you help me out in solving this new mystery? I'd be more than glad if you could lend me a hand." said Emma.

"Ok. We'll be right over at your apartment in a flash! Just gotta convince the other guys to stop playing first." said Calimero.

Later, Calimero and the group are now in Emma's apartment, discussing about the mystery at hand.

"So Emma, what was it that made you go to the outskirts of the town in the first place, and what exactly do you think is going on there?" asked Calimero.

"It all started one night when I was exploring a little outside the town. At a place far away I saw a huge mansion in front of me, in the middle of nowhere. It did look pretty real, and very old-fashioned too. I turned my back around for a moment to get my camera out, but when I turned back again the mansion was no longer there. Since that night I haven't been able to spot it again, or even take any clear photos of it." Emma explained to the group.

"But was it really a mansion that you saw? I'm not dismissing your theory or anything, but I am curious." said Maya.

"I'm sure it was a mansion that I saw, but I need to get another chance to see it to be certain." said Emma.

"So, do you have any photographic evidence of this "mansion" thingie?" asked Wario-Ware-Man.

"I sure do!" said Emma and shows her photos to the group.

"Hm, we can definitely see something in the background that vaguely resembles some structure. It's rather fuzzy though and not at all very clear..." said Wario-Ware-Man.

"I agree. It all just looks like blobs of white and yellow lights to me." said Piero.

"It looks that way because by the time I took the pictures the mansion was about to disappear, hence the white-yellowish flash on all the pics." said Emma.

"But couldn't it just be the flash from the camera lense?" Warrio theorized.

"I think it is something much bigger than that Warrio. We ought to go and investigate this strange occurrence!" said Wario-Ware-Man.

"I agree! We should go there right away. I also want to put my new video camera to the test!" said Valeriano.

"Since Emma was the one to first make this discovery, she's going to lead us to the place. Won't you?" said Calimero.

"I definitely am. Let's go guys!" said Emma.

Later, Emma and the group have now arrived at the place where Emma last saw the building. The place is looking rather barren and empty though.

"I'm sorry, but are you sure this is where the building was first seen? All I can see is just a empty field with dead trees around." said Calimero, not feeling entirely convinced.

"I agree. There's just... well, dead trees around here. Not a single mansion, let alone any house in sight!" said Warrio.

"Trust me guys. This IS the place where I saw the mansion, and with your help we're going to uncover it in one way or another." said Emma, not feeling distraught at all.

"Well, the only way to confirm it is to get it all caught on video, and I'm just the chick for the job!" said Valeriano and puts his video camera to the test, and starts filming around the place.

Before Valeriano and the others' eyes a bright white flash appears, almost blinding them, with the wind also blowing as this happens. After a moment the flashing light disappears.

"Ugh, my eyes..." said Valeriano and opens his eyes after rubbing them.

"Did you get it on tape Valeriano?" asked Calimero.

"I did buddy. I think it's best that we check out the footage right away." said Valeriano.

"Sigh... I guess we have to walk all the way back to Emma's apartment again just to watch the whole thing." said Piero.

"Don't worry Piero. My new camera has a built-in screen for viewing the footage we just filmed, so there's no need to hook it to a TV." said Valeriano.

Valeriano rewinds and starts the tape from the beginning. He and the others have a look at the footage.

"Valeriano, could you stop the tape right there and go back a few steps?" asked Emma.

"At the part where the white flash appears?" asked Valeriano back.

"Yes." said Emma.

Valeriano does as told and sees something of interest at the moment BEFORE the flash appears. He steps a few frames forward and stops at a frame where a blue ball of light is next to the bigger white one.

"Now THAT is quite odd!" said Piero.

"Indeed. I wonder what this blue little light is about..." said Valeriano.

"It seems very paranormal to me." said Maya.

"We need to find a way to make the mansion stay where it is, and also figure out what this mysterious smaller blue light is." said Emma.

"I think I know of a way to make the mansion reappear again!" said Wario-Ware-Man, having just gotten an idea.

"You do?" asked Emma.

"Yep. Me and my siblings will go to the town to buy some lights which are often used at film studios." said Wario-Ware-Man.

"Well, I'm not quite sure what your idea with that is... but maybe it could help in uncovering the mansion." said Emma.

"Wish I have more time to explain, but I think the white light is probably going to appear again in a matter of minutes or so, and we really have to hurry!" said Wario-Ware-Man and goes with his brothers to the town to buy some film studio lights.

"What was Wario-Ware-Man talking about?" Priscilla asked Emma.

"I don't know. They were in a hurry so they didn't have time to explain the plan. But they are going back to town to buy some studio lights." said Emma.

"But why?" asked Calimero.

"I'm not sure. But I do think they have something on mind with it. Let's just wait here until they get back..." said Emma.

A moment later, Wario-Ware-Man & siblings returns again, each of them carrying a film studio light in their hands.

"There you are!" said Calimero.

"Yep, we're back again with the needed things. Have we been gone for too long?" said Wario-Ware-Man.

"Around 20 minutes to be exact. The white light hasn't reappeared yet though." said Emma while looking at her wristwatch.

"Good. That means we can still carry out the plan. Ok Warrio and VARIO, get to work!" said Wario-Ware-Man and heads over with his siblings to the spot where the mansion is said to be.

"But wait, can't you at least explain the plan to us?" Emma asked.

"I think what they are having on mind is to basically turn on the studio lights the moment the white flash appears. At least that's what I can gather by how they're placing the lights." said Maya.

"You're right Maya! How come I didn't think of this trick before??" said Emma.

"Yeah. It's said that paranormal entities can be stunned by flashing lights. Maybe whatever is causing the mansion to reappear and disappear over and over again, could be made to stop doing that." said Maya.

After a while the studio lights have been placed around the spot, with Wario-Ware-Man & siblings now standing ready.

"Are you sure this is really going to work?" asked VARIO.

"Don't worry VARIO. Wario-Ware-Man seems to know what he's doing." said Warrio.

"Yes. Anyway, that white flash could appear at ANY time, and we'll push the buttons at the EXACT moment it appears again. Don't mess it all up now." said Wario-Ware-Man.

"Understood." said Warrio while nodding, with VARIO also nodding.

"Good. Now, let's just wait and see if it appears again." said Wario-Ware-Man and waits along with his brothers for the white light to reappear.

They all wait in tension as Wario-Ware-Man & siblings stands ready. Nothing seems to happen though.

"I wonder when it'll show up..." wonders Calimero.

"Don't tell me it has stopped appearing again. I'm sure it's not the last of it!" said Emma as she still eagerly awaits for the white light to reappear. When all seems to be a lost cause the white light appears again, complete with blowing winds.

"Hah, there it is!" said Valeriano.

"Yes, that's it! Don't go away now!" said Emma.

"Ok guys, let's press the buttons at the same time... NOW!" said Wario-Ware-Man.

The three of them press the button on their lights. The white light stops flashing and disappears, revealing a building which matches Emma's description; a rather basic, but old-looking mansion which seems to not be from their own time and dimension.

"Yes, yes!! That's the mansion I saw!" Emma screamed in joy.

"And the smaller blue light from Valeriano's footage also seem to have disappeared." said Roshita.

"It probably headed inside the mansion. Come on guys, let's go inside." said Calimero.

The group leaves the lights be and heads inside the mansion. Already are a pair of guys making entry into the mansion take longer than needed.

"Er... I-I think I'll remain outside. What if there's ghosts in there!" said VARIO while clapping his teeth and shaking.

"S-same here... We'll just remain here while you guys go inside!" said Piero.

"Come on VARIO. Nothing bad is going to happen to you by simply going into an old mansion. Should there be any ghosts in there, we'll be dealing with those with no hassle." Warrio assured VARIO and leads VARIO inside. Piero is still hesitant though.

"Piero, you've got to come with us." said Calimero.

"I am not! Didn't you hear what VARIO just said?? There's probably ghosts in there!!" said Piero.

"Piero! Either you're coming with us, or we'll leave you out here with the other ghosts wandering around the place!" said Priscilla.

"Gulp... I better follow with you guys." said Piero reluctantly.

"That's better!" said Priscilla.

They head inside, and the mansion sure looks pretty old-fashioned both in layout and furnitures. The insides probably haven't even been touched in years.

"My garlic, this mansion must be hundreds of years old considering its looks!" said Wario-Ware-Man.

"So do I think as well. But we better stay on guard. You never know what might be lurking inside a house as old as this." said Calimero. VARIO's thoughts immediately shift upon hearing him say the last bit.

"My garlic! I sure hope we don't see any ghosts in here!!" said VARIO. Warrio pats him on the back.

"Aw VARIO. You'll be fine, I'm sure of it!" said Warrio.

"I'm not feeling so sure though..." said Piero, not at all feeling secure as they walk along the rooms.

"I-I feel the same as you Piero." said Susie.

"Hm, now that we've uncovered this mansion we're in, does that mean we've already accomplished our goal?" Warrio wondered.

"That's not the case at all." said Emma.

"Why not??" asked Warrio.

"Getting the mansion uncovered was just the start of it. We still have to find the source for the mansion's appearing and disappearing; the blue orb of light we saw along with the mansion." said Emma.

"Well, nights don't last for very long. Since the sun will start rising in a matter of hours, we better start looking for that blue light instead of just wandering around in here." said Wario-Ware-Man.

"Well said Wario-Ware-Man. Let's go and find this little thing!" said Emma.

While they are looking around the mansion for the blue light they hear someone coming. Emma's heart starts to pound upon hearing the voice of the unknown person.

"Oh no! I better go and hide!!" said Emma and goes to find a place to hide herself in, leaving the group to still listen to the voice. When the figure enters the room they are in it is shown to be none other than...

"Mr. Critichelli?!!" the group exclaimed in surprise.

"Huh?? Aw no, what are YOU guys doing in here!?" said Critichelli.

"And what are YOU up to in here huh? Lookin' for new smells??" Warrio mockingly asked him.

"I actually came to this mansion to look for supernatural powers, and... I also found the very thing that smells; YOU!" Critichelli taunted Warrio back while pointing at him.

"How do you know of this mansion? No one's been able to enter it before, let alone see it for very long." said Calimero.

"I came to know about it after seeing a mansion appear out of nowhere on a otherwise plain and empty field one night." said Critichelli.

Mr. Critichelli's explanation of the mansion roughly matches what Emma told them earlier on, but none in the group says anything about it.

"And what are you going to do after you've found this supposed "supernatural" thing?" asked Maya.

"I'll report it to the news of course, before even YOU guys can do it!" said Critichelli with pride.

"Naw, I'm not so sure there. Your chances of claiming credit for the discovery of the mansion, no matter how you go about it, is ZERO." said Warrio. Mr. Critichelli starts getting fed up with Warrio's constant denying of his abilities.

"Alright, enough. If you think you're so clever, then I challenge YOU, your brothers, and the bee to find the spirit that's hiding in this mansion!" said Critichelli.

"Why only us? And HOW do you know about this spirit??" said Maya.

"Because I overheard some chatter while I was wandering around in this place, and if I heard it correctly, this spirit was in the form of a blue orb." said Critichelli.

"That is correct... might as well teach me to not talk out so loud next time..." said Maya.

"Maya..." said Calimero.

"Right right, I'm sorry about it, ok. But how was I supposed to know that someone else was also going to have a look around in here??" said Maya.

"Well, no matter. And just to clarify the last question the bee asked; Of course I'm also counting in Calimero and his friends, but I mainly want to see if YOU guys can beat me, just for my own sheer fun and amusement!" said Critichelli while laughing rather jokingly, thinking he's being funny.

"Well, color me impressed... not! ... Anyway, if it is a challenge you want, then we're on!!!" said Warrio.

"Alright. I'll see you later then. For now all I can think about is finding that darn little orb, and I'll be getting my position back on the Condor network!" said Critichelli and heads off to start looking in the other rooms of the mansion.

"And, I'll also be unmasking the true identity of this so called "Private Detective"! In one way or another I shall find him!" Critichelli blurted out as he leaves. After Mr. Critichelli is gone Emma reappears again.

"Is he gone??" asked Emma.

"Yes. Did you go off to hide again?" asked Calimero.

"I did. But I fear that Mr. Critichelli has heard of my involvement with you guys!" said Emma with a bit of worry in her voice.

"Don't worry Emma. He doesn't know of your identity yet!" said Priscilla.

"Yeah. Although he knows there's a private detective out there, he's still very much unaware that this person is you." Valeriano assured her.

"Phew, am I relieved to hear that. Still, I have got to hide whenever appropriate, so if you suddenly don't see me when someone comes, then you know why." said Emma.

"Well, working under cover and not gaining any sort of publicity for her work is Emma's speciality as a private detective, we must try and keep Mr. Critichelli from seeing Emma at all times." said Priscilla.

"I think we should split up. Me and my friends will be walking with Emma here while Wario-Ware-Man, Warrio, VARIO, and Maya go and look for the blue spirit." Calimero suggested.

Both sides agree it is a good idea and splits up, with Calimero and friends heading off to try and find out more about the mansion they are now in, and the other guys heading their own way.

"Gulp... I'm feeling a bit worried over Wario-Ware-Man & siblings and Maya. What if something terrible happens to them..." said Priscilla.

"I'm sure they will all be fine Priscilla. Mr. Critichelli wanted to challenge them first and foremost, and I'm confident they will be the ones to find the blue spirit before he does!" Valeriano assured her.

"I wonder if splitting up really was a good idea..." said Emma with a bit of doubt.

"I'm sure it will work out just fine. Wario-Ware-Man & siblings and Maya could also act as a sort of distraction for him." said Calimero.

Just then they hear footsteps. Emma quickly hides among the group in a crouched position. The footsteps turns out to be that of Maya. Everyone sighs in relief.

"Maya, what are you doing here? Why aren't you with the other guys?" asked Valeriano.

"I decided to go my own way, and also to help you out with making sure Mr. Critichelli won't find out about Emma. Have you found anything yet?" said Maya.

"We've only just started, but we will be making discoveries soon." said Calimero.

"Alright. Good luck then!" said Maya and walks off again.

Meanwhile, Wario-Ware-Man and his siblings are walking along the corridors on the second floor of the mansion.

"My garlic, the dark sure is pretty scary!" said VARIO as he keeps walking.

"I on the other hand, are just feeling very hungry..." said Warrio, not paying any attention what so ever.

"Sigh. Will you two please be a little more observant when it comes to your surroundings?? We won't be able to find the blue spirit if you keep minding your own stuff!" Wario-Ware-Man told them.

While walking through the corridors, VARIO comes across a standing suit of medieval armor. He's not particularly scared of it though.

"Phah, that's probably just some ordinary display of armor. You're not scaring me!" said VARIO and blows a raspberry at it, only for its arm to almost strike VARIO with its sword.

"EEK!! I better run away quickly or I'll be turned into chopped garlicks!!" said VARIO and runs away while feeling scared stiff.

Warrio then comes and stops by the armor. He sees the arm with the sword being further down than it should be and readjusts it.

"There. Now it looks about alright." said Warrio, only for the arm to fall back down to its new position.

"Hm, suppose it must be falling apart anytime soon, considering its age... anyway, I don't have time for this. We've got a spirit to find!" said Warrio and moves on. After Warrio has gone off the armor suddenly comes to life and steps down from the display platform.

"Duuuh... must... find... intruders!!" said the armor and brandishes the sword after which it starts to wander around, only to hit its head on a lamp which makes the helmet come off and the armor falling down on the floor. Out of the armor comes a Woodster, now all dizzy and not quite knowing where he's going.

"Duuuh... it's the last time I hide inside a old armor to play a undead knight like this, especially in an old, dusty, and dark place like this..." said the Woodster and starts to waddle off.

Meanwhile, Mr. Critichelli are still wandering around on the first floor of the mansion. He has already looked in almost every room on the floor and are now ready to go up to the second floor. Before he does so he takes a moment to check his wristwatch.

"Hm. The clock is now 1:15 AM. Time sure is ticking away pretty fast. It doesn't matter though since there's only three floors in this mansion anyway, the third floor being the attic... because a mansion is always bound to have a attic, that's why I know the topmost floor is one." said Critichelli.

Mr. Critichelli then hears someone coming. Thinking it is Wario-Ware-Man and his siblings, he hides inside a wardrobe to spy, leaving the wardrobe door a teeny bit open.

"Hm, I thought I heard something before coming to this room..." the voice of the person entering the room said.

"Hrm. Even if the voice isn't really what I expected to hear, I'll remain in here and keep listening. Maybe I can get a clue on how to find the blue spirit, and that private detective..." Critichelli quietly whispered to himself from inside the wardrobe.

The light suddenly vanishes, along with the sound of the wardrobe door shutting completely. Outside the door Maya the Bee are seen leaning against the wardrobe with her arms crossed.

"Oh, did I just shut this wardrobe here? No matter, I don't think anyone's in there anyway..." Maya said and starts whistling a little. Apparently she knows that Mr. Critichelli is in there. Just then she sees Calimero and friends entering the same room.

"Oh, hi guys." Maya greeted them.

"Hi there Maya. Where's your friends?" asked Susie.

"Oh, they've gone off somewhere else. Have you found anything yet?" asked Maya.

"Not yet, but we're working on it. Why are you leaning against a old wardrobe?" said Calimero.

"Well, I've found something in there. But I think the innards of it are best to not let be seen." said Maya.

"But what could it possibly be??" asked Priscilla.

"I'll give you a small hint; the letter C!" said Maya in a rather cryptic manner.

"What does she mean by that?" wondered Priscilla.

"I believe she means that Mr. Critichelli is probably hiding in there." Calimero whispered into her ear.

"Oh..." Priscilla said, now refusing to talk any further in case Critichelli would hear her. The others follow her example and also keeps their mouths shut.

Calimero and his friends then head off again to keep looking around the mansion. After they've left the room Mr. Critichelli then starts banging on the wardrobe doors from inside.

"Hey you! Whoever it is that's keeping me locked in here, let me out!" Critichelli demanded. Maya doesn't do as told and keeps standing in front of the wardrobe to make sure he doesn't get out.

Back on the second floor, Wario-Ware-Man and siblings keep looking around the rooms for any possible clues as to where the blue spirit could be hiding. Warrio meanwhile is feeling a bit hungry.

"My garlic, all this walking around is making me feel hungry. Better have myself a little snack before I carry on looking..." said Warrio and pulls a garlic out of his pocket.

Just as Warrio starts taking a bite of his garlic the scene shifts over to VARIO a distance away. He is in the middle of wandering around the various suits of medieval armor looking for anything odd, only to hear a echoing chewing sound.

"Waah!!" VARIO almost jumped out of his overalls in terror upon hearing the sound. He tries to calm himself, only to hear the sound again.

"Ah, now I hear it again!! ... alright, calm down VARIO, calm down." VARIO said and swallows his fear, and starts walking off to find the source of the noise.

When he finally finds the source VARIO is not only dismayed, but also furious that it is just Warrio who is making the horrible noise.

"My garlic. I can't believe it's YOU who's making that horrible sound!" VARIO told him off.

"Yeah. So what??" said Warrio.

"With that chewing noise, you could very well scare away a whole army of Wario-Noses!!" said VARIO.

"Sigh. I was just a bit hungry, and it was probably from this garlic you heard the noise. Still, I don't see why that is a problem..." said Warrio and keeps eating his garlic.

"Yes, I know that... anyway, that scare I just had made me feel a bit tired. I better take a little rest before we carry on..." said VARIO and leans himself against a suit of standing armor.

VARIO falls down along with the armor though, with the helmet of the latter coming off. With VARIO now facing the hole where the warrior's head would be, a blue bird ghost peeks out of it, scaring VARIO out of his shoes.

"AIEE!!" VARIO screamed and hides behind Warrio.

"It's alright VARIO, I'll handle this... Ok ghost, whatever you do, DON'T come anywhere near me or my brother, or I'll show you a thing or two!!" said Warrio.

"It's ok guys, I'm not gonna hurt you!" the blue ghost finally spoke.

"That otherworldly voice reminds me of a ghost that I, or we, met sometime ago..." said Warrio to himself. Wario-Ware-Man then arrives, having heard the racket going on.

"What's going on guys??" said Wario-Ware-Man and notices the blue ghost floating just in front of Warrio and VARIO.

"But hey, it's Colline! said Wario-Ware-Man.

"Hello there Wario-Ware-Man!" Colline greeted him back.

"What are you doing in a place like this??" asked Warrio.

"I wonder the exact same thing." said Wario-Ware-Man.

"Well... it is basically MY mansion you are in." said Colline.

"How is that so?" wondered Warrio.

"You see, while I'm now living in an abandoned castle, I always had a soft spot for this old mansion of mine. I wanted to visit it again by teleporting myself to it, but something went wrong with my magic and me, along with the mansion, got transported into a new world very unlike my own." said Colline.

"That blue light we saw outside when the big white light appeared... was it you by any chance?" asked Warrio.

"That was me, but... how did you know??" said Colline in surprise.

"Um, Emma the private detective have been investigating an apparently abandoned mansion in recent times. Calimero and his friends, along with us here, agreed to help her unravel the mystery of this mansion, especially why it keeps disappearing and reappearing all the time..." Wario-Ware-Man explained.

"I've been trying to bring back my mansion to my own world, but have been unsuccessful in doing so because it keeps reappearing in the same spot. I fear that I'll be left stranded here if I can't get me and my mansion back to my own world..." said Colline while shedding a tear or two.

"Ouch, that's tough to hear!" said VARIO.

"Indeed..." said Wario-Ware-Man and looks at his wrist watch.

"My garlic, the clock is 2:20 AM already!" said Wario-Ware-Man.

"Time sure is ticking away pretty fast!" said Warrio.

"Yes. Warrio, VARIO, we better go and tell Calimero and friends about our new discovery!" said Wario-Ware-Man.

"Guys, let me handle it!" said Colline.

"How exactly??" wondered VARIO.

"I can also do telepathy. That is, I can communicate to the minds of living souls by simply using my magic." said Colline.

"Alright. Colline, you do your work while we stand here waiting for Calimero and friends to come." said Wario-Ware-Man.

"Ok. Stand back everyone, I need the space while I do my telepathy stuff..." said Colline and closes her eyes and turns her palms to face forward, after which she does her telepathy magic.

Back down on floor 1, Calimero and friends are now sitting down somewhere in a corridor, having still not found the blue spirit.

"I'm so tired... We've looked everywhere and we still can't find this little blue thing..." said Susie.

"I agree. Let's just get the other guys and get outta here." said Piero.

"Guys, now's not the time to give up! The blue spirit is bound to be in this mansion somewhere. We just don't know where it could be..." said Calimero.

"Well said Calimero. I'm pretty sure we'll find this blue spirit soon, in one way or another." said Emma.

"Huh? What's that??" said Priscilla and starts to listen for something.

"What? I can't hear anything." said Calimero.

"But I can hear it! The voice in my head..." said Priscilla and keeps listening.

"Just like Calimero said; there are no voices around here other than ours!" said Piero.

"Yeah. It's almost like Priscilla is going rather cuckoo right now..." said Susie.

"Quiet all of you! I'm trying to listen..." said Priscilla and keeps listening to the voice in her head.

"Right, right. We won't bother ya, whatever voices you're having in your head..." said Piero.

"We better be quiet guys. Priscilla might be hearing something we don't, so... let's just sit here for a moment until she's done with it all, ok." said Emma.

"Ok Emma, we'll do as you say." said Calimero and remains quiet, along with everyone else.

Indeed, Priscilla is hearing someone talking to her in her mind. The voice reminds her of a certain blue ghost. Priscilla then starts to stand up.

"Ok everyone, come with me!" said Priscilla.

"You... you mean that you know where the ghost is??" said Valeriano.

"Mh-hm. I could hear Colline's voice in my mind. The blue ghost we met sometime ago." said Priscilla.

"But how do you even know??" Piero wondered.

"Yeah, it's not like you just came to know it all of a sudden." said Susie.

"Even though I don't believe in it, we better follow Priscilla. She seems to know better than we do, so... Lead the way Priscilla!" said Calimero.

"I will!" said Priscilla and leads the group to where she thinks the blue ghost is hiding.

In the room with the wardrobe, Maya is still blocking the doors of the wardrobe, now having to press herself harder against the doors to make sure Mr. Critichelli doesn't get out.

"Dear me, I sure hope Calimero and friends find this blue spirit soon, because "Mr. C" here is trying his hardest to bust out of the wardrobe!" said Maya and keeps blocking the doors. She then sees Calimero and the group again.

"Hi guys. Where are you going?" asked Maya.

"We're going up to the second floor because Priscilla heard a voice in her head." said Calimero.

"I can't leave where I am right now because I have to keep this "C" fellow here locked up!" said Maya.

"Ok, see you later then." said Calimero.

The other go without Maya, leaving her to keep Mr. Critichelli inside the wardrobe, and he certainly is trying his hardest to get himself out since Maya can feel the doors banging behind her back.

"Let me out, let me out!! You can't keep me in here forever, whatever it is blocking the one and only exit!!" Critichelli demanded.

"Nuh-uh. Weren't I letting you out earlier, so aren't you getting out now either, Mr. C! Besides, it feels great to keep someone as unlikable as that guy locked up for as long as possible..." said Maya and keeps blocking the wardrobe.

Back up on floor 2, Wario-Ware-Man and siblings wait patiently for Calimero and friends to arrive while Colline keeps doing her telepathy magic.

"Are we sure this is even working?" wondered VARIO.

"While we don't know for sure, Colline seems to know her stuff, so I'm confident that it'll work. Just hoping for either of the guys to hear Colline's voice..." said Wario-Ware-Man. Just after saying his words, he and his siblings then sees Calimero and the group arriving at the place they are standing at.

"So this was the blue spirit all along!" said Valeriano.

"Yeah. I knew it was Colline who was speaking to me." said Priscilla.

"Oh, you guys are here now?" said Colline after stopping with her magic.

"So you're the resident of this mansion! Was it you who were communicating to Priscilla moments ago?" said Calimero. Colline just giggles.

"Yes. I was using my telepathy magic to talk to her." said Colline.

"But why did you pick her and none of us in the group?" wondered Valeriano.

"Because I knew Priscilla has the most common sense among you guys, and she would more likely be the one to understand the voice." said Colline.

"Well, that's the case..." Priscilla said and let's out a small giggle.

"I-I can't believe it. It is the ghost of a young girl that's been doing the whole "mansion-appearing-and-disappearing" act!?" said Emma completely aghast.

"Allow me to explain..." said Wario-Ware-Man and explains the whole situation to Emma.

"So this ghost has been trying to get her mansion back to her own world, but it keeps reappearing in this world on the same spot?" said Emma.

"That's what it seems like." said Wario-Ware-Man.

"Aw no, that is quite unfortunate to hear... we better hope that she can get back to her own world somehow..." said Emma.

"Well, there isn't much we can do to help her... Colline, couldn't you try it one more time maybe?" said Calimero.

"I can have another go, but I'd need to get out of the mansion before I perform my magic." said Colline.

"Maybe that's the way to go then. Let's get outside everyone!" said Emma and makes her way out with everyone.

Down at the first floor again, Maya is still standing in front of the wardrobe, with Mr. Critichelli sounding even more desperate now.

"Please, please let me out!!" said Critichelli, now just wanting to get out of the wardrobe.

"No way! I'll keep you in there for as long as I want!" said Maya. In response Critichelli starts banging on the door frantically.

"No please, don't keep me in here forever!! Whatever it is, be it a ghost or something else, do let me out. I promise to never wander into your mansion again!!" said Critichelli, now feeling things to be rather claustrophobic inside the wardrobe.

"Ah finally, there you guys are! Have you found the source for the mansion's strange appearing and disappearing?" Maya asked Calimero and the group once she sees them passing by the room.

"We have, but we don't have the time to explain. We have to get out as soon as possible." said Calimero.

"But why??" asked Maya in confusion.

"Can't tell you right now. We need to get out quick, or... well, things could take a worse turn for those who are still in the mansion!" said Calimero and runs off with the other guys.

"Hm, it seems rather important, whatever it is they may have found. But I still don't understand the bit about things taking a worse turn for those still left in this mansion... anyway, I better make it out of here as well!" said Maya and decides to also make her way out. Seeing a loose plank lying on the floor, she puts it under the handles of the wardrobe doors and makes her way out of the mansion, leaving Mr. Critichelli to forever be locked up in the wardrobe.

Meanwhile, Calimero and friends have already made it outside the mansion, and are now standing in front of it. Colline is getting ready to perform her magic.

"Alright, I'm now going to perform my magic. Let's hope it works this time..." said Colline and starts concentrating on performing her magic.

"I wonder what became of Mr. Critichelli..." said Susie.

"Who knows. Maybe he's still in there, or the ghosts took him, he he..." said Piero with a mocking tone.

"Just a quick question; did everyone get out of the mansion in time?" asked Wario-Ware-Man.

"I'm here." said Calimero.

"I'm also here!" said Priscilla. Everybody else in the group also nods.

"Alright. Then let's just watch the mansion get transported to its own dimension." said Wario-Ware-Man.

"Hang on a sec... Maya is not with us!" said Warrio as he takes note of Maya's absense.

"Then she must still be in the mansion! Colline, will you stop for a moment!" Wario-Ware-Man warned her upon realizing it. But Colline is already starting to perform her teleportation magic, and the mansion starts to rise up and rotate.

Inside the mansion, Maya is still trying to make her way out of the building. She then feels things around her starting to spin.

"Woah!! Things are really starting to spin now!" said Maya. She looks out of one of the mansion windows to see what's really going on.

"The mansion has started to rise up in the air! I better get out of here quickly!!" said Maya and starts rushing her way through the remaining rooms of the first floor, hoping to get out of the mansion in time.

Back outside, Colline is still doing her magic on the mansion. At the entrance door to the mansion Maya sees that she is now quite a bit up in the air.

"Uh-oh, Colline seems to be doing her magic from what I can see. Things are surely spinning around me!" said Maya. With things around her spinning constantly, Maya isn't feeling so sure whether she should jump.

"Might as well take the risk. Whatever might happen should this mansion disappear, I sure wouldn't want it to happen to me!" said Maya and leaps out. She survives the fall and lands on the ground in front of everyone. Seeing Maya on the ground, Calimero and the group check in on her.

"Maya! Good to see you've made it out of the mansion in time!" said Calimero.

"Are you ok?" said Roshita.

"I'm fine guys, thanks. Just took a bit longer to get out, that's all." said Maya and gets back up on her feet.

"Where's VARIO by the way? I haven't seen him since we left the mansion." Warrio wondered.

"Oh garlic, we forgot to tell him to come with us!!" said Wario-Ware-Man.

"Hm, if I remember it rightly, he was chewing on a garlic before we left." said Warrio.

"He sure was. He probably had his mind so occupied that it didn't occur to him to see where we were going!" said Wario-Ware-Man.

"It is too late to reverse course guys. The only thing we can do now is watch and hope for the best outcome, meaning VARIO somehow gets himself out of the mansion before it disappears." said Calimero.

Inside the mansion, VARIO is still on the second floor, now running around in complete panic over what is really going on.

"What's going on here?!! Things feels like it's spinning all of a sudden!!" said VARIO and tries to make his way out of the room he's in. With the suits of armor falling down towards him, VARIO is even more frightened and avoids the armor to his best ability.

"Waaah!! Just what is going on!?? I can barely tell what's forwards and backwards, things keep falling over me, and I feel like I'm about to throw up!! What comes next, a jumpscare featuring the pumpkin face of a halloween Woodster?!!" said VARIO and keeps running as things keep tumbling back and forth across the room.

After VARIO has gone off-screen, the Woodster that was playing around with one of the armors earlier comes tumbling across the floor, letting out a simple, tone-less "Duuh" as he vanishes to the right side of the screen.

Down at the first floor, Mr. Critichelli has just fallen out of the wardrobe due to the plank having come off. With the feeling that things around him are spinning, Critichelli realizes that something doesn't seem quite right.

"Well, finally I'm out of that wardrobe! Whatever must have tried to lock me in there sure did a good job at it... only thing I'm not feeling so thrilled about, is the fact that it feels like things around me are spinning!!!" said Critichelli with a not-so-excited tone on his voice.

Mr. Critichelli makes his way out of the room, trying to make sense of where he's really going. Just then he sees VARIO falling down the stairs leading to the second floor.

"Yeow!! That fall sure didn't feel pleasant!" said VARIO.

"Er... s-sorry if I ask, but... i-is this y-y-your doing?!!" Critichelli asked him.

"What, me?! Absolutely not!!!" said VARIO.

"Well... if this isn't your doing, then... do you have ANY idea what's going on here?!!" said Critichelli, now feeling a bit frightened.

"Wish I could answer, but... I have no idea myself!! I just want it all to end!!!" said VARIO.

Back outside, the mansion starts to disappear, taking VARIO and Critichelli with it. Meanwhile, in the realm of time and space, the mansion is seen flying through time in front of a rotating green twirl over a black background, with semi-transparent clocks flying around and over it as well. Inside the mansion itself, all VARIO and Critichelli can do is hold on to each other in fear over what is happening.

"And where in the world are we now!???" said Critichelli.

"I-I'm not quite sure myself, but it sure doesn't feel anywhere exciting to me!!!" said VARIO.

Back at the place where our friends are, the mansion has disappeared, and Colline has since finished performing her magic. It seems like the mansion has disappeared for good.

"The mansion doesn't seem to be coming back. Does that mean it has finally gone off to its own world now??" said Piero.

"It looks like it, because we haven't seen any signs of it coming back in a minute or so." said Calimero.

"Then it means... that VARIO is finally gone as well!!!" said Warrio.

"Sadly, but it seems to be the case! We may never know what happened to him..." said Wario-Ware-Man.

"Our dear sibling brother VARIO... he didn't make it out of the mansion in time... what if he fell out of the mansion during the trip??!" said Warrio.

"In that case, then he may very well be gone. Unless a miracle saved him perhaps..." said Calimero.

Just then the mansion reappears again, landing on the exact same spot it stood on earlier. VARIO is then seen running out of mansion in complete shock and panic.

"Waaah!!!" VARIO screamed and stops in front of the group, and collapses down on the ground.

"Phew, thank garlie that VARIO is still alive and well!" said Warrio in relief. Just after he says this Mr. Critichelli is also seen running out of the mansion, bearing the biggest look of fear on his face one has ever seen.

"AAAH!!!" Critichelli screamed as he keeps running, only to see Colline in front of him.

"GAAAH!!!" Critichelli screamed again and starts running away from the place.

"I will never, ever, ever, EVER underestimate ANYTHING supernatural again, let alone even look at it!!!" Critichelli screamed to himself over and over again as he runs off, with his voice gradually fading out the further away he gets into the distance until he's no longer seen.

"What did I do to that weird guy??" Colline said and just shrugs.

"Aw, he's probably just had a veery bad night tonight, tee hee..." Maya said and chuckles a little.

"Ooh, even NOW my last attempt at teleporting the mansion to my own world didn't work..." said Colline with sadness in her voice.

"Well, it seems that you are definitely stranded in our world despite your best attempts." said Valeriano.

"We're afraid there's nothing you can do about it... except make the best out of your new life!" said Roshita.

"Indeed. You may never be able to return to your own world, but you can still live your life in your new world, and maybe a even better one!" said Priscilla.

"Hm... maybe you are right. Perhaps I should just continue living my life in the best way I can, given that I can no longer return to my own world no matter what I do." said Colline.

"Yes, it is probably for the best. Maybe you can find new things to do around here as well!" said Priscilla.

"I might. And you're more than welcome to visit my mansion at any night... or day even, but for the latter you probably won't find me in there." said Colline while laughing a little.

"We understand. We will make sure to come and visit you whenever we can!" said Calimero, with the rest of the group nodding in agreement. Emma then comes out of a bush.

"Ah Emma. We wondered for a moment where you ran off to..." said Calimero.

"Oh, I've just gone to hide myself in case Mr. Critichelli would see me." said Emma.

"Don't worry. I don't think he even saw you when he ran away, heh heh heh..." said Warrio.

"Colline couldn't get her mansion back to her own world, but she has decided to stay in our world." said Calimero.

"And what's more, we're all welcome to visit her mansion anytime." said Priscilla.

"You can only see me at night though, because being a ghost, I can't really be around in daylight for very long. The sun is also starting to rise by now." said Colline.

"Alright, good to know that you have decided to live around here. We've got to head back home now, but we wish you the best with your new life in this world." said Emma.

"Ok, have a good trip home. I also wish to meet you again someday, Emma! You're the most awesome living human girl I've ever come to meet!" said Colline.

"Ha hah hah, that's right. I'm probably the awesomest human girl ever alive! Bye Colline, and good luck living your new life around here." said Emma.

"Bye Emma. Bye Calimero and friends. Bye everyone!" said Colline and waves at the group. They watch Colline fading out of existence as the sun keeps rising, leaving only the mansion in its place.

"Right guys, that's yet another mystery solved!" said Calimero.

"We sure did it well, didn't we?" said Valeriano.

"But don't forget Wario-Ware-Man and his siblings, and Maya the Bee. They also helped us in solving it all." said Emma.

"Yeah, we sure did contribute our part as well." said Wario-Ware-Man.

"Well that's good and all, but... who's gonna carry VARIO here? He's not gonna magically appear at home by himself you know." said Warrio while looking at VARIO lying on the ground.

A moment later Calimero and the others are heading back home, with Emma accompanying them on the way. Maya has to carry VARIO though due to his collapse earlier, and he's still showing no sign of waking up any time soon.

"Sure has been quite a adventure tonight!" said Calimero.

"Yeah. Who would've thought the constant disappearing and reappearing of a old mansion was due to a old ghost friend of ours!" said Priscilla.

"The only one to not be able to share his opinions tonight is VARIO, whom I have to carry because of his collapse due to an overdose of fear and panic... poor guy, there are times when I really do feel for him..." said Maya as she keeps carrying VARIO all the way home.

"Maya sure seems pretty strong though, considering the weight of VARIO." said Warrio in wonder.

"Well, I've been training in lifting things a lot, so I've sure built up quite a bit of strength." said Maya.

"So another adventure is over, and yet another mystery solved... I can only wonder what new things might await us in the future..." said Wario-Ware-Man, being ever so thoughtful.

"Who knows? Maybe we'll solve another crime. Maybe it'll be another mystery we'll be investigating. Anything could happen!" said Priscilla.

"That's true. But I do still wonder... if the new adventures we'll be having then would be the same, or entirely different... one can only wonder..." said Wario-Ware-Man, still in thought over what new adventures might come next as they make their way back home.

*The End...*