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The Amityville Horror In the opening of The Conjuring 2, fans get a glimpse of one of Ed and Lorraine Warren's most high-profile cases. In 1975, the pair were sent to investigate the Amityville house after George and Kathy Lutz moved in.

[10 Real-Life Stories That Inspired 'The Conjuring' Franchise - Collider](#)

Like the previous two movies in the 'main' series, the threequel is inspired by a real-life event that Ed and Lorraine Warren were involved in. This time, it's not a haunted house, but the trial of Arne Cheyenne Johnson.

[Conjuring 3 true story explained - where's Arne Johnson now? | digitalspy](#)

Like any other Mario game, he dies when he loses lives or power. There's a silly glitch in the eighth world that allows Mario to remain in the game with no power. Players can open one of the cannons using a pink Bob-Omb. Mario can climb into the cannon and players then have to aim it right at the sun.