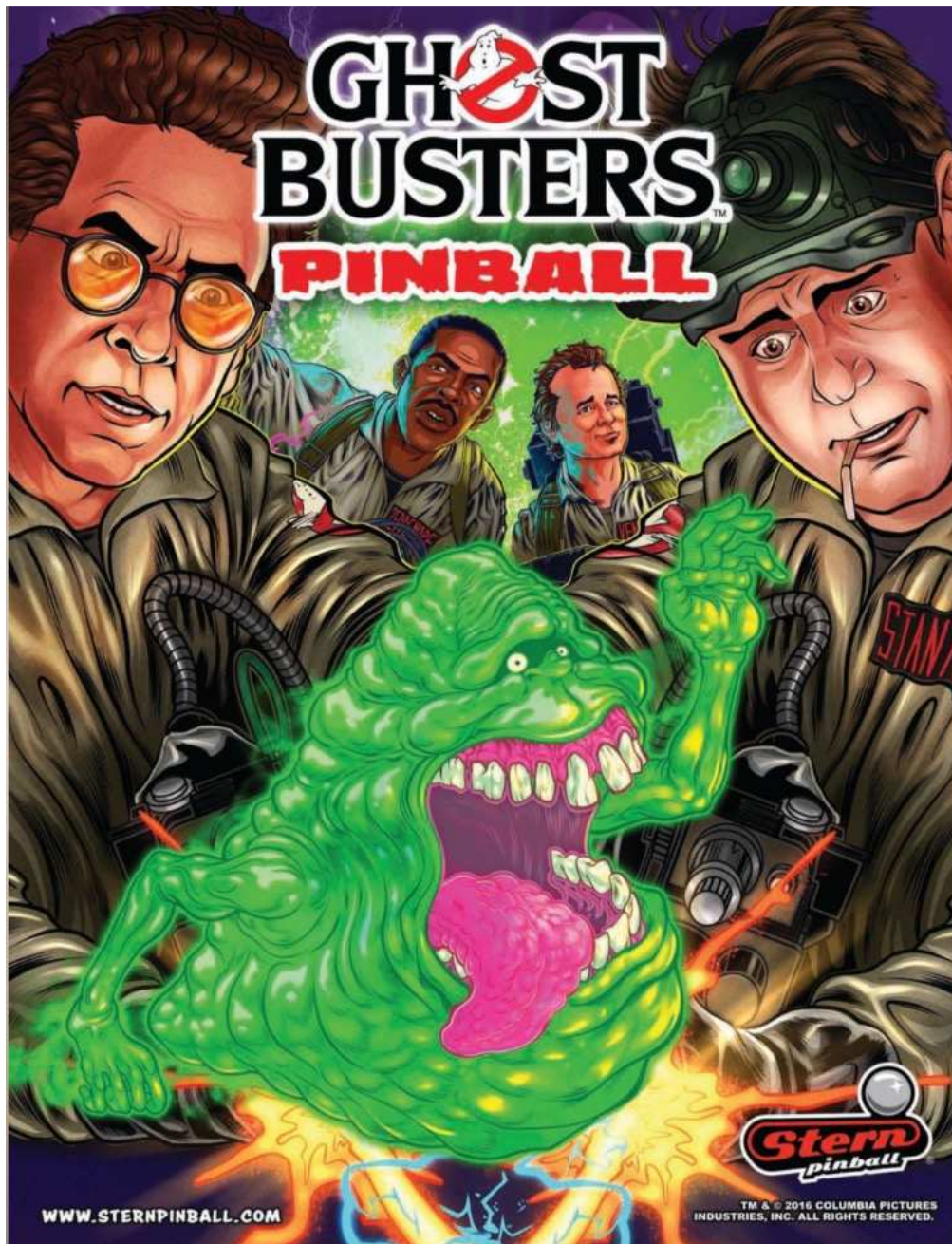


Ghostbusters Rulesheet

Version 1.1 (May 8, 2016)

*This version should be considered very incomplete and subject to significant changes pending future software revisions, additions, and corrections. I welcome and encourage additions, corrections, and feedback to improve the document. **Note:** Red text indicates items needing confirmation.*



New To This Version

- Updated special thanks, spinner, and wizard mode qualifications. Also reordered some sections and added more eye candy.

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Notes and Disclaimers

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This sheet is written and maintained by Scott Tiesma, *tiesmasc at yahoo dot com*. If you have any questions, comments, additions, or corrections, please forward them on to me or edit the rulesheet and update the version as a living document.

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References and Special Thanks

Portions of the rulesheet have been directly copied or paraphrased from the Ghostbusters Pro Strategy Guide V01.00.03.10.16 by Dwight Sullivan, an initial rulesheet started at TiltForums (<http://tiltforums.com/t/ghostbusters-pinball-rulesheet/1358>), discussion located at Pinside (<http://www.pinside.com>), and various videos found on YouTube – in particular two from Dead Flip. Software code change log notes have also been used.

Design credits obtained from Ghostbusters Code version 1.04 Easter Egg Credit Roll.

Special thanks to the additional people who have also contributed additions and corrections:

- Many Pinside or TiltForum posters (in no particular order): Xaqery (Dwight Sullivan, the software lead), tpir, LesManley, CaptainBZarre, PinballNarcissist, ScoutPilgrim, RyanWanger, LOTR_Breath, pinwizj, **xneed to review forums and add namesx**.

Machine Versions

Three versions of GB have been created by Stern. All versions feature cosmetic differences. With regards to gameplay the Pro version is the least expensive option and omits or has changed features whereas the Premium and Limited Edition versions feature identical game play and some enhanced features. A Features Matrix provided by Stern is available at the end of this document.



GB Pro (PRO)

- Black body armor
- Ghostbusters and Terror Dogs Translite
- Firehouse and Ecto-1 Cabinet Art
- Slimer interactive toy only goes up and down
- Traditional Mechanical Slingshots
- Right Ramp goes up the left ramp exit and then feeds to right flipper

GB Premium (PREM)

- Black body armor
- Ghostbusters and Stay Puft Translite
- Stay Puft and Ecto-1 Cabinet Art
- Slimer Interactive Toy goes up, down, left, and right
- Ecto Goggles Feature (Pepper's Ghost)
- 3D Molded Public Library and Storage Containment Facility
- Magnetic Slingshots (Magnaslings)
- Left Ramp goes Under Playfield (Subway)
- Under Playfield Lock
- Right Ramp feeds to left flipper via cross-over ramp
- Powder Coated Steel Bottom Arch

GB Limited Edition (LE)

- Green body armor
- Ghostbusters and Slimer Translite
- Slimer, Ray, and Egon Cabinet Art
- Limited to 500 units with Numbered Plate, Certificate, and Signed Playfield
- Other added features identical to Premium

Design Credits

- Concept/Game Design: John Trudeau



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- Production Support: Chuck Bleich, Dave Cadieux, Jim Shird, Reyna Cortez, Andrew Pines, Gaby Alvarez, Leticia Ramirez
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- Beta Testers: Trent Augenstein, Chris Frolic
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- Licensing: xxx (to be added)

Abbreviations

- GB – Ghostbusters
- LE – Limited Edition version of the game
- PREM – Premium version of the game
- PRO – Pro version of the game
- NROEA – Negative Reinforcement on ESP Ability
- SFM – Storage Facility Multiball
- Tbd (TSG – Tobin’s Spirit Guide, SJ – Super Jackpot, MH – Mass Hysteria, WCWS – We Came, We Saw, We Kicked It’s ..., xxx)



Image of lower playfield near slingshots.

In the next section you will see and read about the playfield layout. Please forgive the muted color tone of the playfield. It was the only way I could make the reference numbers stand out.

Playfield Layout

This is a glossary of the shots and features that will be referred to during the discussion of the game. The features are, in general, described starting from the left outline and proceeding counter-clockwise around the playfield. The left image highlights the PRO playfield and the right image highlights the PREM/LE playfield. Shots with a * are used to capture ghosts and have an insert specific to this.



1. Left Outlane
2. Leftmost Left Inlane*
3. Rightmost Left Inlane
Also used as the end of right ramp return in PREM/LE
4. Slingshots
In the normal location but with a slightly different shape/angle to them. In the PRO these function in the traditional manner via a solenoid driven kicker activated by one of two leaf switches. In the PREM/LE these function via a magnet activated by one leaf switch. **The Magnaslings have 3 states: Normal, Special, and Catch. Some of the states may have different implementations in different modes. When the inserts in front of the Magnaslings are constantly lit that is a visual indication that the slings are not in the normal state.**
5. Flippers
Normal configuration but featuring a slightly wider gap and steeper angle (a Trudeau signature)
6. Leftmost Right Inlane
Also used as the end of left ramp return
7. Rightmost Right Inlane*
8. Right Outlane
9. Plunger Lane / Manual Plunger / Auto Plunger
This is a plunger lane which deposits into the right orbit. Plunge strengths will result in the ball going completely around the orbit, falling into the PKE lanes, or coming down the right orbit. The game also can autoplunge balls.
10. **Right Saucer/Scoop** (Subway / Van Horne Pneumatic Transit)*
In the PRO this is a standard saucer with short lane behind it. In the PREM/LE this is a scoop with VUK and also a ball lock trough hidden under the playfield. Both versions of the game kick balls from this saucer/scoop to the left flipper.
11. **Storage Facility**
In the PRO this is just a plastic which indicates how many balls are locked. In the PREM/LE this is a 3D molded part which performs the same function.
12. Terror Dog Target
A standup target between the subway saucer and the right ramp entrance.
13. Right Ramp*
In the PRO this feeds into the left ramp return, is stopped by a one way gate, and then the ball exits via the right ramp exit or the subway saucer if diverted. In the PREM/LE this ramp feeds to the rightmost left inlane via a wireform.
14. Nunzio Scoleri Drop Target
A mid-playfield drop target that blocks the right orbit when up.
15. Right Orbit*
This lane leads goes around and above the PKE lanes and then exits via the left orbit entrance. In the PREM/LE this orbit features the **Ecto-Goggles** toy (15b). **This toy is enabled after capturing a ghost, starting Scoleri brothers, or lighting storage facility.**
16. Single Newton Ball Stacked Books Feature
A newton ball with a channel, a target, and one captive ball. Strong hits to the newton ball will drive the captive ball into the target at the end of the channel.
17. GHOST Target*
A single standup target used to spell GHOST.
18. Bumper Exit Lane*
A short lane from the bumpers to the right orbit entrance.



19. Stay Puft Marshmallow Man —————
A color changing feature in the back right of the game.
20. PKE Lanes (Psychokinetic Energy)
Three lanes above the pop bumpers labeled PKE.
21. Pop Bumpers
Three pop bumpers with a plastic molded city above them.
22. Gozer Target
A single standup target that is difficult to see but located at the end of the Slimer Lane



23. Slimer Lane
A short lane to the right of the left ramp which feeds into the Gozer Target and then deflects into the pop bumpers.

24. **Slimer** (Interactive Bash Toy) —————
In the PRO Slimer moves up and down to block the Slimer lane. In the PREM/LE Slimer can move up, down, left, and right to block more shots.

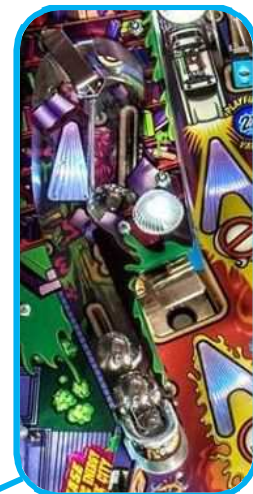


25. 3x Playfield Target
A small standup target to the right of the left ramp entrance.
26. Left Ramp*
Ramp which loops around and typically returns to the leftmost right inlane. In the PREM/LE version the ramp briefly goes below the playfield and then returns back above it. In both versions of the game the ball can be diverted to the right saucer/scoop (under playfield ball lock).

27. 2x Playfield Target
A small standup target to the left of the left ramp entrance.
28. Left Orbit Post
A post in the left orbit used to capture the ball when modes are started via the right orbit.

29. Left Orbit Spinner
A spinner located in the right orbit entrance.
30. Left Orbit*
This lane goes around hits a gate and then drops into the PKE lanes.

31. Firestation
A non-interactive feature of the game to the left of the left orbit.
32. Left Scoop (Librarian)
A scoop and VUK above the Triple Newton Ball Feature. Balls ejected from here go to the right flipper.



33. **Triple Newton Ball Public Library Feature*** —————
A newton ball with a long u-turn channel, a game controlled post, and three captive balls. Strong hits to the newton ball will drive one of the captive balls around the u-turn where it is held in place by the game controlled post. When the post drops all balls are returned to their starting position.

34. Tony Scoleri Drop Target
A mid-playfield drop target that blocks the Left Ramp when up.
35. Library Standup Targets / **Proton Pack Targets**
Three standup targets just below the Triple Newton Ball feature.

36. **Public Library** —————
A non-interactive feature of the game behind the library standup targets. In the PRO this is a plastic. In the PREM/LE this is a molded part.



Rules

General Information

- If something is blinking it is timing out and you should collect it. In some cases it may blink without a timer but will be lost if not collected before the ball ends.
- If something is solidly lit it will be around until you collect it or the game ends. End of ball will not unlight it.
- When something has a timer at 4 seconds or less it will blink faster and make a beeping sound. Each timer has a different sound so you can learn which is which.

Skill Shots

At the beginning of each ball you have the option of picking two skill shots – one PKE Lane one playfield shot. The left flipper button is used to select the PKE lane (blinking) and the right flipper button selects the playfield shot (blinking blue arrow). The ability to select is valid until the ball is plunged (or a switch is erroneously triggered).

A successful skill shot occurs when you hit either the selected PKE lane or the playfield shot before hitting a non-selected lane or shot. Successful skill shots score 10% of your score + 1M and the associated reward.

PKE Lanes rewards are:

- "P" Rollover – +5 Bonus X
- "K" Rollover – Light Playfield Multipliers
- "E" Rollover – +3M Super Jackpot

Playfield Shots rewards are:

- Left Scoop – Start Left Scoop Scene (if scenes aren't lit), Award Tobin's Spirit Guide (if scenes are lit)
- Left Orbit – Advance Spinner Level
- Left Ramp – Start Left Ramp Scene (if scenes aren't lit), Award Super Jackpot (if scenes are lit)
- Right Orbit – Start Right Orbit Scene (if scenes are not lit) or +10% Score (if scenes are lit)
- Right Ramp – Start PKE Frenzy
- Right Saucer/Scoop – Light Negative Reinforcement on ESP Ability

Note: In the PREM/LE when the ball is locked in the subway if a new ball is served up in the plunger lane a skill shot is not available and the ball will be autoplunged.

Capturing Ghosts

As a ghostbuster it is your business to capture ghosts. For every 20 that you capture you'll get an award as shown below and on the playfield.

- 20 Ghosts Lights Tobin's Spirit Guide (at left scoop)
- 40 Ghosts Lights Negative Reinforcement (at right saucer/scoop)
- 60 Ghosts Starts Loopin Supers
- 80 Ghosts Starts PKE Frenzy
- 100 Ghosts Starts Mass Hysteria Multiball

You will also light extra ball after collecting a certain number of ghosts (49 by default but game auto-adjustable).



Capturing ghosts is accomplished through hitting shots which have the capture ghost insert lit (🎯), random awards from Tobin or the bumpers), hitting Slimer (XXX ghosts per hit), defeating Slimer (20 ghosts?), playing scenes, collecting jackpots during multiball, and ??? (ghost target hits, scoleri brothers, ???).

After collecting a lit shot it will become unlit. To relight ghosts you need to hit the GHOST target or 2 ball captive ball or TO BE DETERMINED (pop bumper award or hits? Tobin, ???).

Note: Right ramp shots in the PRO will collect 1, 2, or 3 ghosts depending upon how far up the ramp you go (i.e. how many switches you hit). How does this work in the PREM/LE?

Tobin's Spirit Guide

This is essentially a very powerful mystery award that that gives 3-5 awards at one time. It is lit by collecting 20 ghosts, from a left scoop skill shot (when scenes are already lit), or as a pop bumper or Tobin award (any others?). Over 30 rewards are possible and they include any of the below:

- +3X Bonus Multiplier
- +100 PKE Level
- +300 PKE Level
- +1M Super Jackpot Value
- +10M Super Jackpot Value
- Award Special
- Award Extra Ball
- Big Points
- Bigger Points
- Biggest Points
- Bonus Held
- Bump Spinner Value
- Capture X Ghosts ???
- Give Light Storage Facility
- Increase Spinner Value
- Light 2x Playfield Multiplier
- Light Extra Ball
- Light Negative Reinforcement
- Light One Ghost
- Light Two Ghosts
- Light Scenes
- Light Super Jackpot
- Light Tobin's Spirit Guide
- Spot GHOST
- Start Brothers
- Start Gozer Hurry Up
- Start Loopin Supers
- Start PKE Frenzy
- Light Playfield Multipliers
- Light Storage Facility
- Start Terror Dog Hurry Up
- Symmetrical Book Stacking
- More tbd

Negative Reinforcement on ESP Ability

This is a video mode that is lit by collecting 40 ghosts, from a right saucer/scoop skill shot, or as a pop bumper or Tobin award. It is started at the right saucer/scoop. During this mode you are letting Dr. Venkman test your ESP ability. He will be thinking of a card and you are then given 3 options – Stop and take your Points, a left card, and a right card. The left and right cards will show 2 different shapes (circle, square, plus, star, bacon (3 parallel wavy lines)). You use the left flipper button to select and the right flipper button to switch between the options. Each successful card selection will double the points available so this scoring can be very large. An unsuccessful selection will lose all of your accumulated points.

Which card Dr. Venkman is thinking of is supposedly random though it does seem that star or bacon tend to usually win out.

In tournament mode the randomness of the award is removed and instead you will always get a specific number of guesses correct and the next one incorrect. That number is calculated as the number of ghosts you've collected divided by 10 ignoring any remainder. For example, if you have collected 57 ghosts you would get 5 answers correct regardless what you choose and the 6th answer would be incorrect regardless what you choose. As such, in tournament mode it is critical to know how many ghosts you've collected before starting NROEA.

Loopin Supers

This mode is started after capturing 60 ghosts or through a Tobin award. (What about pop bumper awards?) During Loopin Supers super jackpots are continuously lit for 20 seconds. Each super jackpot that is collected is displayed using a counter. At the end your Loopin Total will show the total points collected and number of loops.

???It may be possible to extend the time for this mode via pop bumper awards???

PKE Frenzy

This mode is started after capturing 80 ghosts, by a right ramp skill shot, or through a Tobin award. (What about pop bumper awards?) This is a 40 second timed mode where unlimited PKE jackpots can be collected at the right ramp and the PKE Jackpot Multiplier starts at 8x. As time progresses your PKE Jackpot multiplier will diminish down to 1x at a rate of about 1x per second; however, Right Ramp shots will instantly increase it by ?1x?. With repeated and fast shots to the right ramp you can max out the PKE Jackpot Multiplier at 12x. [Or do you build this multiplier up by hitting switches and the proton pack bank?]

The base value of the PKE Jackpot is dependent upon the amount of PKE you have collected prior to scoring the jackpot and can be increased during this mode. Methods of collecting PKE are:

- 150 PKE per PKE Lane
- 150 PKE per Library Standup Target (i.e. Proton Pack Target)
- 300 PKE for completing all 3 Library Standup Targets
- 300 PKE for Collecting Gear
- 150 PKE for Right Ramp Shots (outside of PKE Frenzy?)
- Pop Bumper Awards
- Tobin Awards
- More tbd

In general this mode is very lucrative if you can repeatedly hit the right ramp.

? Does 1, 2, or 3 switch collections on a left ramp shot in the PRO make a difference?

? Since the in the PRO the right ramp returns to the right flippers... can you loop this fast enough or does this make PKE Frenzy much easier/better in the PREM/LE?

Mass Hysteria

This mode is started after capturing 100 ghosts. Upon starting the flipper controls are reversed and the game will serve up additional balls to make this a 6 ball multiball. The goal during this multiball is to hit the lit jackpots. After enough jackpots are collected a super jackpot will become lit. Then you rinse and repeat.

As with any multiball, enough hits to the 3 Ball Captive Ball feature in a short period of time will light an add-a-ball at the left scoop. Both Tobin and the Pop Bumpers can also Add A Ball or Light Add A Ball.

Note: Hits to the 3 Ball Captive Ball Feature during this mode will invert the flippers (i.e. if they are reversed they will return to normal. If they are normal they will switch to reversed).

Note: During this mode capturing ghosts is disabled. It is re-enabled after Mass Hysteria ends.

Pop Bumper Awards

Any time your ball is in the pop bumpers each of them will rotate between over 20 possible awards. Whenever two of them match they will lock and when the third bumper then matches this you will receive that award. Possible awards include:

- +1 Bonus X
- +3 Bonus X
- + 100 PKE Level
- + 300 PKE Level
- Add A Ball (only if in multiball)
- Add Time
- Advance Bonus X by 1x or 3x
- Advance Spinner Level
- Award Special
- Big Points (1M and Twinkie graphic)
- Bonus Held
- Bump Spinner Value
- Catch One Ghost
- Catch Two Ghosts
- Catch Three Ghosts
- Increase Spinner Value
- Increase Spinner Level
- Increase Super Jackpot
- Light ESP Ability
- Light Add A Ball (only if in multiball)
- Light Extra Ball
- Light Playfield Multipliers
- Light Storage Facility
- Light Two Ghosts
- Light Three Ghosts
- Spot G H O S T
- Start Brothers
- ?Start Scoleri Brothers?
- Start Terror Dog
- ?Tobin's Spirit Guide?
- Tobin's Spirit Guide Lit
- More tbd

TIP: If Light Extra Ball, Award Special, or something else you are interested in is locked by two bumpers you should be shooting the left orbit or Slimer lane as often as possible until that is awarded.

Spinner

The spinner has a value and level associated with it **which carries over throughout a game**. The spinner value is applied directly to your score **and/or** to the base value of the super jackpot depending upon the spinner level.

The spinner's value is increased by Tobin and Pop Bumper awards **(anything else)**.

The spinner's level is increased by left orbit skill shots and Pop Bumper awards **(anything else)**. Benefits associated with each spinner level are:

- Level 1 – Simply adds to your score
- Level 2 – tbd
- Level 3 – tbd
- Level 4 – Maximum Level – Spinner values are applied directly to the base value of the super jackpot and there is a DMD animation associated with this

Collecting Gear

Every ghostbuster needs the following gear:

- Proton Pack
- Ghost Trap
- PKE Meter
- Ecto Goggles
- Jump Suit

To collect gear you must hit the left ramp followed a Library Standup Target. If you loop the left ramp prior to hitting the Library Standup Target you can increase the current gear award and point value. **The value it can be increased to has no limit.**

In current software this just seems to award points and PKE... in future versions will you actually have to collect the gear to enable things??? Also, are a different number of loops and then a shot to proton standups needed for each different piece of gear?

Note: The gear award times out if not collected in **XX seconds**.

Captive Ball Library Feature

The 3 Ball Captive Ball feature can award up to 4 different awards. Which awards are lit depends both upon game state and whether you have completed any necessary qualifiers. The awards (and necessary game state/qualifiers) are:

- Light Storage Facility (lit by ???, or Tobin, or pop bumpers)
- Light Add-A-Ball (only during multiball, always lit when in multiball)
- Light Super Jackpot (lit by ???, or Tobin, or pop bumpers)
- Light Playfield Multipliers (lit by completing library standups)

To earn a reward you must transfer one of the captive balls into the u-turn where it will be held and a timer started. Transferring a 2nd ball before the timer is done may award some lit features. Transferring a 3rd ball before the timer is done will award all lit features. If the timer runs out all balls are released and you start at the beginning again.

Storage Facility Multiball

Storage Facility Multiball (SFM) is the main multiball in the game.

Lighting storage facility multiball can be done via the

- 3 Ball Captive Ball Toy
- Pop Bumpers
- Tobin's Spirit Guide

Once lit, you need to lock 3 balls via the left ramp in order to start it. In the PRO all ball locks are virtual and the left ramp shot will divert the ball to the right saucer. In the PREM/LE the ball locks are physical and occur under the playfield such that the right scoop can return them to the playfield during multiball.

Note: If 2 balls are already in the physical lock (due to being in a multiplayer game) then the locks will be virtual.

After starting SFM all ghosts are released and it is your job to recapture them. Doing so requires you to hit the 9 ghost insert shots, Slimer, and the Scoleri Brothers. Capturing all ghosts will light a 3x super jackpot.

As with any multiball, enough hits to the 3 Ball Captive Ball feature in a short period of time will light an add-a-ball at the left scoop. Both Tobin and the Pop Bumpers can also Add A Ball or Light Add A Ball.

Super Jackpots

Super Jackpots are a major feature of the game and possible even when not in multiball. They are collected at the left ramp and made available through specific achievements. Super jackpots will time out if not collected in a reasonable period and are lost at end of ball.

Methods of lighting super jackpots include:

- Cleaning up all the slime
- Completing the Scoleri Brothers feature (awards 3x)
- Capturing all the ghosts during SFM (awards 3x)
- 3 Ball Captive Toy
- Pop Bumper Award
- Tobin's Spirit Guide Award
- Achievements during certain Scenes
- **more???**

The base value of a super jackpot can be increased in many ways and carries over until collected or the ball ends. Methods of increasing include:

- Left Scoop
- Right Saucer/Scoop
- Pop Bumper award
- Tobin's Spirit Guide award
- **Spinner shots after achieving level 4**
- **I think just shots around the playfield generally increase it as well... (or possibly switch hits?)**
- **More???**
- Specific shots in certain scenes
 - Spinner during Spooked Librarian after making one shot)
 - **Others?**

Super Jackpots if not collected can be stacked to create 2x and 3x super jackpots in the following manner:

- 2 super jackpots will make it a 2x
- 3 will make it a 3x
- 4 will make two 2x super jackpots available in a row
- 5 will make a 3x available followed by a 2x
- 6 will make two 3x super jackpots available in a row

Also note that playfield multiplier apply to super jackpots so they can add significantly to your score.

Playfield Multipliers

To the left and right of the left ramp entrance are two small standup targets which can be lit to award 2x and 3x playfield multipliers. Collecting either one will award 2x or 3x respectively for a certain period of time. Collecting both will enable 6x scoring until the timer runs out.

When playfield multipliers are active it is possible to extend the timer through hitting the multiplier target while it is timing out (blinking), pop bumper awards, and ???.

Playfield multipliers are lit by:

- Skill shot (K lane)
- Pop Bumper award
- Tobin's Spirit Guide award
- Completing the 3 bank library target to light "light playfield multipliers" at the 3 Ball Captive Ball feature and then completing the 3 ball captive ball feature to get that award.
- Others?

Symmetrical Book Stacking

Shooting the right captive ball (i.e. Single Newton Ball Stacked Books Feature) will light an award for 10 seconds. Hitting the captive ball again during that time will collect the award. The awards are provide in order and are:

1. Scoleri Brothers
2. Terror Dog Hurry-Up
3. Terror Dog Hurry-Up (again)
4. Gozer the Gozerian Hurry-Up

Scoleri Brothers

The Scoleri Brother drop targets will pop out of the playfield. Shooting both of them within 10 seconds of each other will light a 3x Super Jackpot. If one is defeated and the other is not collected within 10 seconds, the other Scoleri Brother will re-appear. Does this time out?

Terror Dog Hurry-Up

A hurry up starting at 4M will be lit at the terror dog target. The right ramp will also collect this hurry up. The base value of the hurry-up is increased by hitting the terror dog or Gozer standup targets.

Gozer the Gozerian Hurry-Up

A hurry up starting at 12M will be lit at the Gozer target. Shoot it to collect.

Slimer

Every time you spell GHOST via the GHOST Target the letters will begin flashing and another hit to the target will cause Slimer to descend onto the playfield. Hitting Slimer will slime the playfield turning one of your shots green. If you hit him 3x you will chase him away, collect 20 ghosts, and light your scenes.

Note: at the beginning of a game GHOST is already fully spelled and thus flashing. Following that GHOST will have fewer and fewer letters spotted, i.e. more hits to the GHOST target will be required to spell GHOST.



In the PRO Slimer will only move up and down blocking the Slimer lane when he is down. In the PREM/LE Slimer will only rotate left and right but does so on an arc so he can still block different shots.

As of code 1.04 there are no known other unique features or modes related to the PREM/LE version of Slimer.

Cleaning Up Slime

When shots are slimed you can clean them up by completing the shot. After clearing all slimed shots a super jackpot will be lit at the left ramp.

Advanced Scoring Technique: When Slimer is out hit him so he slimes a shot and then clear that shot to light super jackpot before hitting Slimer again. In this manner you can light/stack/collect multiple super jackpots before you chase him away.

Scenes (i.e. Modes and Wizard Modes)

There are 9 scenes organized into 3 ladders. Only one scene can be played at a time. Within each ladder the first scene must be completed before the next scene can be started. If a scene is not completed the next time you start it you will continue where you left off. As you progress up a ladder the scenes become more difficult to complete.

Completion of 3 scenes will typically light an extra ball at the left scoop.

To light scenes you must complete a scene, defeat Slimer, or get it through a Tobin award. (Perhaps also pop bumper award. Beyond that I've not found any other way...) If you happen to be at the start of a new ball the skill shot can be used to start a scene as well.

The Public Library Ladder is started at the Left Scoop and has 2 scenes

- Spooked Librarian
- Back Off Man!

The Sedgewick Hotel Ladder is started at the Left Ramp and has 3 scenes

- We Got One!
- He Slimed Me!
- The Ballroom

Dana Barrett's Apartment Ladder is started at the Right Orbit and has 4 scenes

- Okay, Who Brought the Dog?
- Spook Central
- Gozer the Gozerian
- Stay Puft Marshmallow Man

Note: After completing a scene each ladder will again be lit to start a new scene. You can use this to your advantage to finish one scene and segue way directly into another scene if the final shot for a scene is equal to the starting shot for another. One subtlety for right orbit shots though – from a skill shot a right orbit which only goes past the gate by the PKE lanes is sufficient; however, during a scene a right orbit shot past the gate will credit the right orbit but not start the next scene unless the ball makes it around and past the PKE lanes into the left orbit.

Spooked Librarian

The left ramp, right orbit, right ramp, and right saucer/scoop are all lit for this mode. 3 shots to any of them (or even one of them three times) will complete the mode. At the start the shots all have a blue arrow. After collecting one of those shots it stays blue and the other arrows turn teal. **If you collect a 2nd shot which is different than the first it turns back to blue but the other two stay teal.** The teal shots score higher than the blue shots.

In general it is simplest to loop the left ramp 3x which will score about 18.5M and instantly start the next scene on the left ramp ladder; however, if you would like to score higher it is possible using 2 or preferably 3 different shots rather than only 1. The highest score I've seen from this mode 40.5M.

Note: After collecting one shot the left orbit will have a blinking red arrow. Shots to the left orbit will then increase the super jackpot base value based upon the number of spins that occur.

Back Off Man!

Hit the lit shots... starts on the right side of the playfield and moves to the left as you hit shots.
Then ???
Then ???

In general this mode has many requirements and a short timer so it seems to take multiple starts to complete.

We Got One!

In this mode you are navigating turns to drive the ecto-1 to the Sedgewick Hotel. The Left Orbit and Left Ramp will be lit. Collect one of these and then the Right Orbit and Right Ramp will be lit. Collect one of these and then the Left Orbit and Left ramp will be lit again. Collect one of these to end the mode.

He Slimed Me!

Shoot the left ramp to build up the mode jackpot. After 3 shots the left orbit will be lit to bring Slimer down. Hitting Slimer will then collect the jackpot and end the mode.

Note: You can continue to build the jackpot up via the left ramp throughout the mode even if you have lowered Slimer.

The Ballroom

Collect ?6 or ?7 shots around the playfield.
Then xxx
Then xxx

Okay, Who Brought the Dog?

Shoot each orbit and left ramp to run away from the Terror Dog and complete the mode and score 21M points.

Spook Central

A hurry-up at the left ramp is started. After hitting the ramp 4 shots (one for each ghostbuster) will be lit and collecting them will score the hurry-up value. The 4 shots are the left orbit, left ramp, right orbit, and right ramp. Collecting all 4 shots ends the mode.

Gozer the Gozerian

The right orbit and right ramp are lit. Shots to the right orbit build the Gozer value (I think at least 3 are needed) and shots to the right ramp enable it to be collected. After hitting the right ramp you must then hit the Gozer target to collect. Think of this like He Slimed Me! But for the right side of the playfield instead of the left.

Stay Puft Marshmallow Man

tbd

Mini-Wizard / Wizard Modes

The wizard modes are qualified in the following manner:

- Completing any ladder will light "We Came, We Saw, We Kicked Its ..." (WCWS)
- Completing all 3 ladders (i.e. 9 scenes) will light "We're Ready to Believe You" (WRTBY)
- Completing/Starting both of the previous plus collecting all the gear plus completing all the hurry ups (Terror Dog and Gozer) will light "Are You a God?" (AYAG)

Wizard modes are started at the left ramp.

Note: Starting WCWS takes precedence over starting a left ramp scene.

We Came, We Saw, We Kicked Its ... (Mini Wizard Mode 1)

This is a 2 ball multiball where all shots are super jackpots and they all stay lit for the entire mode.

Do you need to complete this wizard mode or just start it to qualify Are You A God? I don't believe there is anything to do in this mode other than collect jackpots, i.e. nothing really needed to complete it other than start it.

As with any multiball, enough hits to the 3 Ball Captive Ball feature in a short period of time will light an add-a-ball at the left scoop. Both Tobin and the Pop Bumpers can also Add A Ball or Light Add A Ball.

The simplest way to score high in this mode is to capture a ball on the left flipper and then loop the left ramp as much as possible.

If you get this wizard mode and do poorly in it Winston says "We came, we saw...we got our asses kicked!"

Note: The rule card says to capture ghosts to start this but it is incorrect^[SRT1].

We're Ready to Believe You (Mini Wizard Mode 2)

This is a ?? ball multiball where ???

As with any multiball, enough hits to the 3 Ball Captive Ball feature in a short period of time will light an add-a-ball at the left scoop. Both Tobin and the Pop Bumpers can also Add A Ball or Light Add A Ball.

[Rule Card says to complete the 9 scenes to start this.]

Are You a God? (Final Wizard Mode)

This is a ?? ball multiball where ???

As with any multiball, enough hits to the 3 Ball Captive Ball feature in a short period of time will light an add-a-ball at the left scoop. Both Tobin and the Pop Bumpers can also Add A Ball or Light Add A Ball.

[Rule Card says to be great at everything. I've read this means completing (or is it just starting) the other two mini-wizard modes plus collecting all the gear and possibly all the hurry ups.]

End of Ball Bonus

End of ball bonuses are calculated as the sum of the below times the bonus multiplier

- Base Bonus +
- 325,130 x Number of Scenes/Chapters Completed +
- 25,130 x Number of Ghosts Caught +
- 350 x Amount of PKE Collected

If the Bonus is Held you will score it again on the next ball unless it is your last ball in which case it will score twice.

Strategies

This section needs your input. Please consider contributing.

- Completing a Scene and then Progressing directly into another scene (plan ahead)
- Building jackpots
- PKE Frenzy
- Using Multipliers wisely (qualifying in advance and starting just prior or after getting into specific game modes)
- When Slimer is out hit him so he slimes a shot and then clear that shot to light super jackpot before hitting him again. In this manner you can collect or stack multiple super jackpots during the time Slimer is on the playfield.
- Bring a mode into multiball
- Save multipliers for multiball or Loopin supers or Scoleri or PKE frenzy or Mass Hysteria

Competition Mode / Tournament Play

Tbd

- Lastly, a potential tournament exploit... for We Came We Saw (2 ball multiball with all shots as super jackpots) I was able to trap a ball on the left flipper and then just repeatedly hit the left ramp from the right flipper... could see a tournament player do this all day and wonder if something that limits the number of collects (while a flipper is held up or something) needs to be instituted.

Sounds and Quotes

There are over 30 music tracks in the game including 3 versions of the main theme, one for each ball.

Most quotes are listed in the above rules where appropriate. Below is a selection of other quotes that didn't fit into the write up above

- To be determined

Bugs and Potential Problems

- The game is fun but can be brutal. That said, the only time I've ever felt unfairly treated was when a ball which was clearly in an inlane jumps over the wireform to the outlane. To that end it would have been nice if the wireforms had additional height to prevent this from occurring.
- There have been reports of the wireform which is on the left side of the two ball captive ball feature bending inward and preventing this feature from working correctly.
- When the game doesn't register slimer hits it becomes a real drag b/c you can't complete some scenes and you can't then get scenes lit beside from skill shots. Seems like the Ghost or 3x Targets should also count?
- To be determined

Instant Info

At any point in the game you can examine your game status with the Instant Info feature. Accessing this requires you to hold one flipper button in continuously and then when instant info shows up on the display pressing the other flipper button to go through the status pages. In this game the following instant info is available:

- Points required for Replay
- Ghosts required for Extra Ball
- # of Ghosts Captured
- # of Extra Balls
- More tbd

Easter Eggs

- Pinball machine in upper right window of the firestation.
- John Trudeau's cat appears throughout the game (on the playfield in the ???, in the ecto goggles, DMD?, Default Mass Hysteria Champion (CAT), ???)
- Ernie Hudson (aka Winston Zeddemore) calls each player by a different name throughout multiplayer games. The names he uses are Rookie, Kid, Tex, and ???.
- Beyond the standard Grand Champion and High Scores 1-4 table there are also the following achievements available:
 - Gozer Champion (highest hurry up score)
 - Terror Dog Champion (highest hurry up score)
 - Super Jackpot Champion (highest super jackpot score (with multipliers or not?))
 - Looping Supers Champion (number of loops)
 - Mass Hysteria Champion (score during MH)
 - Storage Facility Champion (score during SFM)
- If you are playing the game when its clock turns to midnight you will get to play a Midnight Madness Multiball.
- Flipper Codes
 - Hold in both flippers then you enter a sequence of numbers/letters. To enter one number/letter you hit the left flipper button X times counting as you go. When you reach the number/letter you need stop and hit the right flipper button once. When you are all done you need to hit the right button one more time. For example to enter code 3 3 3 (or C C C) you would hold in both flippers then LLL R LLL R LLL R R.
 - Game Credits = 1 2 3 (B L R LL R LLL R R)
 - Dead Flip Banner = DF (B LLLL R LLLLLL RR) [Total Guess]