

OBJECTIVE - Complete Bosses, Multiball, Minions and Photo Hunt to Battle the Demon!

BOSSSES - Advance Bosses with Numbered Shots and Pop Bumpers. 4th shot / 12 pops to start.

PHOTO HUNT - Spell GLIR (Ghost Locating Infrared) and collect at scoop. Make strobing shots to collect specified number of photos in time. Can be re-lit by spelling GLIR multiple times.

MINIONS - Clear targets to reveal Minion, shoot loop to battle.

MINION MULTIBALL - 3rd and 9th minion battles start Minion Multiball. Shoot orbits to increase Minion Jackpot. Shoot loop to trap balls. Shoot targets to collect Minion Jackpot.

HELLAVATOR MULTIBALL - Lock 3 balls in elevator to start Multiball. Right ramp advances jackpot, elevator collects. Flashing shots catch Ghosts. Can be stacked with Haunted Bar, War Fort, Abandoned Hospital and Minion Multiball.

HOSPITAL - Hit ghost-door combo 3 times to release trapped ball. Shoot loop to collect jackpots.

THEATER - Make strobing shots to complete the Ghost Director's play.

WAR FORT - Clear targets to defeat Ghost Soldiers, shoot loop to defeat Army Ghost.

HAUNTED BAR - Trap ball under ghost, clear targets to free ball, shoot loop to battle Ghost.

HOTEL - Find control box on flashing shots. Elevator lights jackpot, shoot ghost to collect.

PRISON - Lock 3 balls up left loop. Clear ghost targets to reclaim each ball. Loops score jackpot.

TOURS - Complete all 4 flashing shots during a mode to Tour the Location for big points!

SUB-MODES - During modes, strobing shots start special features - try and find them all!

COMBOS - Flashing cameras indicate next combo. Completed mode shots become Ghost Catch.

SPIRIT GUIDE - Spell Team Members to lite Spirit Guide. Spell all 3 to light Video Mode at Loop.