HALLOWEEN RULES FLOWCHART

LIT SHOTS ARE JACKPOTS
SCORING MULTIPLIER EQUAL TO NUMBER OF COMPLETED JACK-O-LANTERN MODES

SEQUENTIALLY LOCK 6 BALLS AT LIT SHOTS
LOCK LAST BALL BY SHOOTING ACROSS BALCONY TO START MULTIBALL
LIT SHOTS COLLECT JACKPOTS
SCORING MULTIPLIER EQUAL TO NUMBER OF LOCKED BALLS

MODE START
VISIT EACH MAIN MODE AND JACK-O-LANTERN MODE TO QUALIFY "NIGHT HE CAME HOME" WIZARD MODE
SHOOT RIGHT SCOOP TO START
FINISHING A MAIN MODE COMPLETION STAGE ADDS A JACKPOT FOR "NIGHT HE CAME HOME" MULTIBALL
EACH COMPLETED JACK-O-LANTERN MODE ADDS A BALL TOWARD "NIGHT HE CAME HOME" MULTIBALL

MODE START
COMPLETING ALL STAGES IN ALL MAIN MODES QUALIFIES BOOGEYMAN WIZARD MODE
SHOOT RIGHT SCOOP TO START

NIGHT HE CAME HOME

BOOGEYMAN

WIZARD MODES

SHOOT HEDGE STANDUP TARGETS TO REVEAL CORRESPONDING MICHAEL
SHOOT A REVEALED MICHAEL FOR A JACKPOT (REPEAT 3 TIMES)
SHOOT SUPER JACKPOT MICHAEL
COMPLETION STAGES:
HEDGE 1 - SHOOT FIRST MICHAEL
HEDGE 2 - SHOOT SECOND MICHAEL
HEDGE 3 - SHOOT THIRD MICHAEL
HEDGE MULTIBALL - SHOOT SUPER JACKPOT MICHAEL

COMPLETION STAGES:
ASYLUM 1 - START MODE
ASYLUM 2 - SHOOT ASYLUM TARGETS TO HELP MICHAEL ESCAPE
ASYLUM 3 - SHOOT MAIN PLAYFIELD TARGETS TO COLLECT PATIENTS
SMITH'S GROVE - COLLECT SUPER JACKPOT AT ASYLUM SCOOP

SHOOT CENTER RAMP TO ENTER HOUSE
AVOID DROP TO KEEP LAURIE ALIVE
COMPLETION STAGES:
HOUSE 1 - COMBO SPINNING TO FIGHT MICHAEL, REDUCE HIS HEALTH TO ZERO
HOUSE 2 - SHOOT HOUSE DROP TO UNLOCK BALCONY
HOUSE 3 - SHOOT BALCONY TO START MULTIBALL
HOUSE ATTACK - DURING MULTIBALL COLLECT SUPER JACKPOTS AT BALCONY

HINT:
SANITARIUM TARGETS PARTIALLY RESTORE LAURIE'S HEALTH
SANITARIUM SCOOP FULLY RESTORES LAURIE'S HEALTH

MODE START
LOCK A BALL BEHIND EACH HEDGE

MODE START
HIT ASYLUM DROP AND SHOOT INTO SCOOP

MODE START
SHOOT CENTER RAMP 3 TIMES
OR
VISIT HEDGE AND SANITARIUM MODE

HINT:
DIRTY POOL SHOT
IMMEDIATELY STARTS
MODE IF NOT ALREADY
IN A MAIN MODE

COMPLETE 3 JACK-O-LANTERN MODES TO QUALIFY
SHOOT JACK-O-LANTERN TO START MULTIBALL
CENTER DROP TARGET BANK SCORES JACKPOTS
ORBITS AND RAMPS RESET DROP TARGETS
SHOTS REQUIRED TO RESET DROP BANK INCREASES AFTER EACH RESET UP TO 5

HEDGE MULTIBALL

SMITH'S GROVE

HOUSE ATTACK

JACK-O-LANTERN MULTIBALL

HINT:
THE JUDITH MEYERS
TOMBSTONE IS A
SUPER SKILLSHOT WHICH
IMMEDIATELY LOCKS
A BALL

SKILLSHOT

USE FLIPPERS TO CHANGE SKILLSHOT TARGET / VALUE
HIT SELECTED TARGET FIRST AFTER BALL LAUNCH TO COLLECT SKILLSHOT VALUE

MAIN MODES

SPEND COLLECTED BLOOD DROPS FOR REWARDS:
MYSTERY AWARDS
TILT WARNINGS
BALL SAVE TIMER
POINTS

BLOOD STORE
MUST HAVE 3 BLOOD DROPS TO QUALIFY STORE AT JACK-O-LANTERN SCOOP

BLOOD

KNOCKING DOWN 3-DROP BANK TARGETS LIGHTS 3 BLOOD DROPS

KNOCK DOWN 3-DROP BANK TARGETS OR COMPLETE A JACK-O-LANTERN MODE TO LIGHT BLOOD DROPS

JACK-O-LANTERN MODE BLOOD VALUE:
EASY MODE - LIGHT 2 BLOOD DROPS
MEDIUM MODE - LIGHT 4 BLOOD DROPS
HARD MODE - LIGHT 6 BLOOD DROPS

JUDITH TOMBSTONE

SHOOT JUDITH TOMBSTONE 3 TIMES TO LOCK BALL (ONCE PER BALL)

MULTIBALL
SHOOT DROP TO RELEASE CAPTIVE BALL
2X SCORING

EXTRA BALL
CAPTIVE BALL IS RELEASED UPON BALL DRAIN

MULTIPLAYER GAMES:
UPON DRAINING, CAPTIVE BALL WILL NOT BE RELEASED
CAPTIVE BALL CAN BE STOLEN BY OTHER PLAYERS AS A MULTIBALL

JACK-O-LANTERN MODES

MODE START
CLEAR CENTER 3-DROP BANK TO LIGHT JACK-O-LANTERN MODES AT SCOOP

EASY
2X JACKPOT VALUE FOR MAIN MODE WHEN COMPLETED DURING MAIN MODE
+20% SCORING IN NEXT MAIN MODE WHEN COMPLETED BEFORE MAIN MODE

DEATH IN THE DRIVER'S SEAT
ANNIE IS FIGHTING FOR HER LIFE AS MICHAEL ATTACKS FROM THE BACK SEAT

RULES:
CHAIN TOGETHER THE FOUR LIT PURPLE SHOTS. RED ARROWS INDICATE A FAILED COMBO. GREEN ARROWS INDICATE A SUCCESSFUL COMBO AND GREATER SCORING

BOB AND LYNDAS DEMISE
MICHAEL INTERRUPTS BOB AND LYNDA'S SPECIAL NIGHT

RULES:
SHOOT THE PURPLE SHOTS, CLEAR CENTER DROPS TO KILL BOB IN THE KITCHEN.
SHOOT CENTER RAMP AND CROSS THE BALCONY ON HOUSE PLAYFIELD TO VISIT LYNDA. ENABLE ADULT MODE TO "SEE ANYTHING YOU LIKE"
COMPLETE LIT PURPLE TARGETS AND RAMPS TO FINISH MODE

MEDIUM
3X JACKPOT VALUE FOR MAIN MODE WHEN COMPLETED DURING MAIN MODE
+30% SCORING IN NEXT MAIN MODE WHEN COMPLETED BEFORE MAIN MODE

COUNTING BODIES
LAURIE IS FINDING HER FRIENDS, AND SHE NEEDS YOUR HELP

RULES:
A GROUP OF 3 SHOTS WILL BE LIT RANDOMLY ON THE PLAYFIELD. AS YOU COLLECT THE GREEN SHOTS THEY TURN RED. AVOID HITTING THE TARGETS AFTER THEY TURN RED. HITTING 5 RED TARGETS WILL FAIL THE MODE. COMPLETE 3 GROUPS OF GREEN TO COMPLETE THE MODE.

ESCAPE THE KITCHEN
MICHAEL HAS FOUND LAURIE AND SHE'S TRAPPED IN THE KITCHEN. HELP HER ESCAPE BEFORE MICHAEL BREAKS IN

RULES:
COLLECT EACH LIT STANDUP TARGET BEFORE TIME RUNS OUT. UPON COLLECTING 3 TARGETS, MORE SHOTS WILL BE LIT TO INCREASE MODE TIMER AND SCORING

HARD
5X JACKPOT VALUE FOR MAIN MODE WHEN COMPLETED DURING MAIN MODE
+50% SCORING IN NEXT MAIN MODE WHEN COMPLETED BEFORE MAIN MODE

LET ME IN
LAURIE IS TRYING TO GET INTO TOMMY'S HOUSE, BUT MICHAEL IS CLOSE BEHIND HER!

RULES:
THE CENTER DROP TARGET BANK WILL HAVE 2 RED AND 1 GREEN TARGET LIT. YOU MUST HIT ONLY THE GREEN TARGET TO ADVANCE. ORBITS RESET DROP TARGETS. HITTING THE RED TARGETS 3 TIMES WILL FAIL THE MODE.

LAURIE SLASHES BACK
LAURIE MADE IT INSIDE, BUT SO DID MICHAEL! HELP HER FIGHT BACK!

RULES:
SHOOT THE ROARING PINK SHOT BEFORE IT REACHES THE GUILD RED ARROW. IF THE ROARING SHOT REACHES THE RED, MICHAEL WILL GET LAURIE AND YOU WILL FAIL THE MODE

SHOOT LEFT OR RIGHT ORBIT TO RESET JACK-O-LANTERN DROP TARGETS
NUMBER OF ORBITS REQUIRED TO RESET TARGETS MAY INCREASES AFTER EACH MODE