

GH0STBUSTERS™

PINBALL



GH0STBUSTERS PRO Basic Strategy Guide V01.00.03.10.16 by Dwight Sullivan

The Ghostbusters pinball machine is based on the original smash hit movie from 1984. In this game the player gets to join the team to help them clean up the town. The game mostly features events from the first movie and some elements from the sequel.

SKILL SHOT

At the beginning of each ball, you will have a set of Skill Shots to choose from. Using your flipper buttons you can choose what you would like to go for. You will have nine distinctly different choices. Some examples are:

- Start a Scene
- Light Playfield Multipliers
- Start P.K.E. Frenzy
- Start Negative Reinforcement on E.S.P. Ability

There are nine areas in the game that can be lit for an award. While the Skill Shot is active, two of the nine will be selected and flashing. The two selected will be; one of the top three lanes and one of six playfield shots below. The selected playfield shot will be marked by a flashing blue arrow.

The Skill Shots will stay active until you shoot any of the nine. If you succeed at completing one, you will receive 10% of your score +1M points, plus whichever extra award you chose.

Once the ball is plunged you will no longer be able to change your selection.



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SLIMER

Slimer is one of the major interactive toys in the game. At the beginning of the game he stays out of the way.

When the game begins all of the G-H-O-S-T letters will be flashing. Later in the game less letters will be spotted for the player.

When the G-H-O-S-T letters are all flashing, the next shot to their target will bring Slimer out of hiding. Then he can be hit by the ball.

When Slimer is out and you hit him with the ball; he will slime you. One of your shots will be marked with green slime. Each time you clean up all the marked slime shots you will light Super Jackpot.

When you succeed at chasing Slimer away he will light some of your Scenes making them available for play.

SCENES

There are nine Scenes organized into 3 ladders.

The Public Library ladder has two Scenes:

- SPOOKED LIBRARIAN
- BACK OFF MAN!

The Sedgewick Hotel ladder has three Scenes:

- WE GOT ONE!
- HE SLIMED ME!
- THE BALLROOM

Dana Barrett's Apartment ladder has four Scenes:

- OKAY, WHO BROUGHT THE DOG?
- SPOOK CENTRAL
- GOZER THE GOZERIAN
- STAY PUFT MARSHMALLOW MAN

When Scenes are lit, the next shot to one of the three areas will start the Scene that is flashing. Only one Scene can be played at a time.

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SCENES (CONTINUED)

Each Scene must be completed before you can play the next Scene up the ladder. If you are restarting a Scene that you have played but not completed, the game will try to put you back where you left off in that Scene.

Completing a few Scenes will light the Extra Ball. Completing all nine Scenes will start “We Came, We Saw, We Kicked Its ...”

SUPER JACKPOT

Super Jackpot is a major feature of the game. There are many ways to light it.

Here are some:

- Cleaning up all the slime
- Completing the Scoleri Brothers feature
- 3-Ball Captive Ball Toy
- Pop Bumpers
- Tobin’s Spirit Guide
- Certain Scenes

Once lit, the Super Jackpot may be collected by shooting the left ramp. If you do not collect the Super Jackpot it will time out, and if you drain the ball, it will also be lost.

If you are awarded a Super Jackpot light when you already have one lit, it will become a lit 2X Super Jackpot. If you light it yet again it will become a lit 3X Super Jackpot. If you light it yet again, there will be two lit Super Jackpots stacked on the left ramp. Shooting one will instantly start the next one at 1X.

There are many ways to build its value. Here are some:

- The left Library hole
- The right Subway hole
- Pop Bumpers
- Tobin’s Spirit Guide
- Certain Scenes

The value you build up will carry over until you collect it. Once it has been collected, the value will reset at the end of the ball.

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CAPTIVE BALL LIBRARY FEATURE

The 3-Ball Captive Ball Toy can award up to 4 different awards:

- Light Storage Facility
- Light Add-a-Ball
- Light Super Jackpot
- Light Playfield Multipliers

Each time you succeed at sending a ball into the staging area of the 3-Ball Captive Ball Toy; the ball will be locked and a timer will start.

Locking a second ball may award some of the features that are lit. The third and last ball will award all the remaining features. The third ball will also reset the toy; all the balls will return to the bottom.

The four features are lit in different ways. For example, completing the left 3-bank will light the “LIGHT PLAYFIELD MULTIPLIERS” award.

STORAGE FACILITY MULTIBALL

Storage Facility Multiball is the main Multiball in the game. To start it, you need to shoot the left ramp 3 times while it is lit. There are a few ways to light Storage Facility Multiball:

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

During Storage Facility Multiball all of the ghosts return to be caught again. This includes Slimer and the Scoleri Brothers. The Brothers will refuse to stay caught and Slimer will slime you again. Recapturing all the Ghosts will light Super Jackpot.

SYMMETRICAL BOOK STACKING

Hitting the Newton Captive Ball Toy in the middle of the playfield will start the Symmetrical Book Stacking feature. The feature timer starts counting down immediately. If you hit it again while it's timing out, you will start one of these features in order:

- Scoleri Brothers
- Terror Dog Hurry-Up
- 2nd Terror Dog Hurry-Up
- Gozer Hurry-Up

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SCOLERI BROTHERS

The Scoleri Brothers are a pair of drop targets in the middle of the playfield. They are typically enabled by the Symmetrical Book Stacking feature.

Once up they will block your way until you knock one down. When one goes down a timer will start. If the timer expires, the drop target that went down will come back up and you will start over.

When you get both targets down they will light Super Jackpot.

PLAYFIELD MULTIPLIERS

There are two playfield multiplier mini-targets, one for 2X playfield score value and one for 3X playfield score value. There are several ways to enable (light) these targets:

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

If the ball hits a mini-target while lit, the playfield multiplier will increase and the light will begin to time out. Hitting the target while it's timing out will increase the time.

The multipliers are multiplicative. If you have scored both targets, then all of your scores will be multiplied by 6X.

Pro Tip: The little mini-targets are not worth much when they are not lit.

TOBIN'S SPIRIT GUIDE

Tobin's Spirit Guide is a Mystery feature. It will first show you some strange images. Then it will flip to one or more pages of awards. You will receive all of the awards on the last page it stops on. There are over 30 different awards within this tome. Here are some of the awards you may receive:

- +10M Super Jackpot Value
- Start Loopin' Supers
- Light Extra Ball
- Light Negative Reinforcement on E.S.P. Ability
- Increase Spinner Value
- Light Tobin's Spirit Guide
- Start Gozer Hurry-Up

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NEGATIVE REINFORCEMENT ON E.S.P. ABILITY

This is a video mode where you allow Dr. Venkman to test your E.S.P. ability.

You will be prompted to guess what the next card will be. You will be given three choices:

- A left card
- Stop and take your points
- A right card

The right flipper button will change your selection. The left flipper button will select and give you the current selection.

If you choose to stop and take points the mode will end.

If you selected one of the two cards correctly; your potential points will double and you will be prompted to make your next choice. If you choose incorrectly, the mode will end and you will receive no points.

POP BUMPERS

The Pop Bumpers can award over 20 features. Here are some of the features:

- +300 P.K.E. Level
- Start Scoleri Brothers
- Light Extra Ball
- Light Storage Facility
- Increase Super Jackpot
- Award Special

Every time a Pop Bumper is hit, it selects from a list of awards. When two of the bumpers match awards, they will lock in the award and wait for the third Pop Bumper to match the first two. When all three Pop Bumper awards match, they will award that feature.

Often, the Pop Bumpers will issue several awards in a row.

Tip: If the Pop Bumpers are about to award something interesting, for example **LIGHT EXTRA BALL**, shoot the ball back to the top lanes and collect it!

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COLLECTING GHOSTS

Collecting Ghosts is an ongoing feature throughout the game. All over the playfield there are ghosts that you can catch. As you catch the ghosts your “total ghosts caught” stat goes up. At thresholds of ghosts caught you will receive rewards:

- 20 Ghosts will light Tobin’s Spirit Guide
- 40 Ghosts will light Negative Reinforcement on E.S.P. Ability
- 60 Ghosts will start Loopin’ Supers
- 80 Ghosts will start P.K.E. Frenzy
- 100 Ghosts will start Mass Hysteria Multiball

COLLECTING GEAR

At any time during the game you may loop the left ramp repeatedly. Each loop will increase the current Gear Award. Once you choose to stop building the value of the feature, you can collect it by hitting the bank of three targets on the left. Each time you collect this award you will receive gear. There are five pieces of equipment every Ghostbuster needs:

- Proton Pack
- Ghost Trap
- P.K.E. Meter
- Ecto Goggles
- Jump Suit

ARE YOU A GOD?

Be good at everything.

GENERAL NOTES

- If it’s blinking it’s probably an opportunity that will go away soon. Best case it will go away at the end of the ball.
- Likewise, if it is not blinking, it will be around from ball to ball. For example Extra Ball does not blink; it will be around until you collect it.
- Many features have timers associated with them. When a timer is under four seconds you may hear it beeping as the light(s) associated with the timer blink faster. Each timer has a slightly different sound so you can learn which is which.
- Good Luck!

Ghostbusters Pinball
Actual Physical Contact

