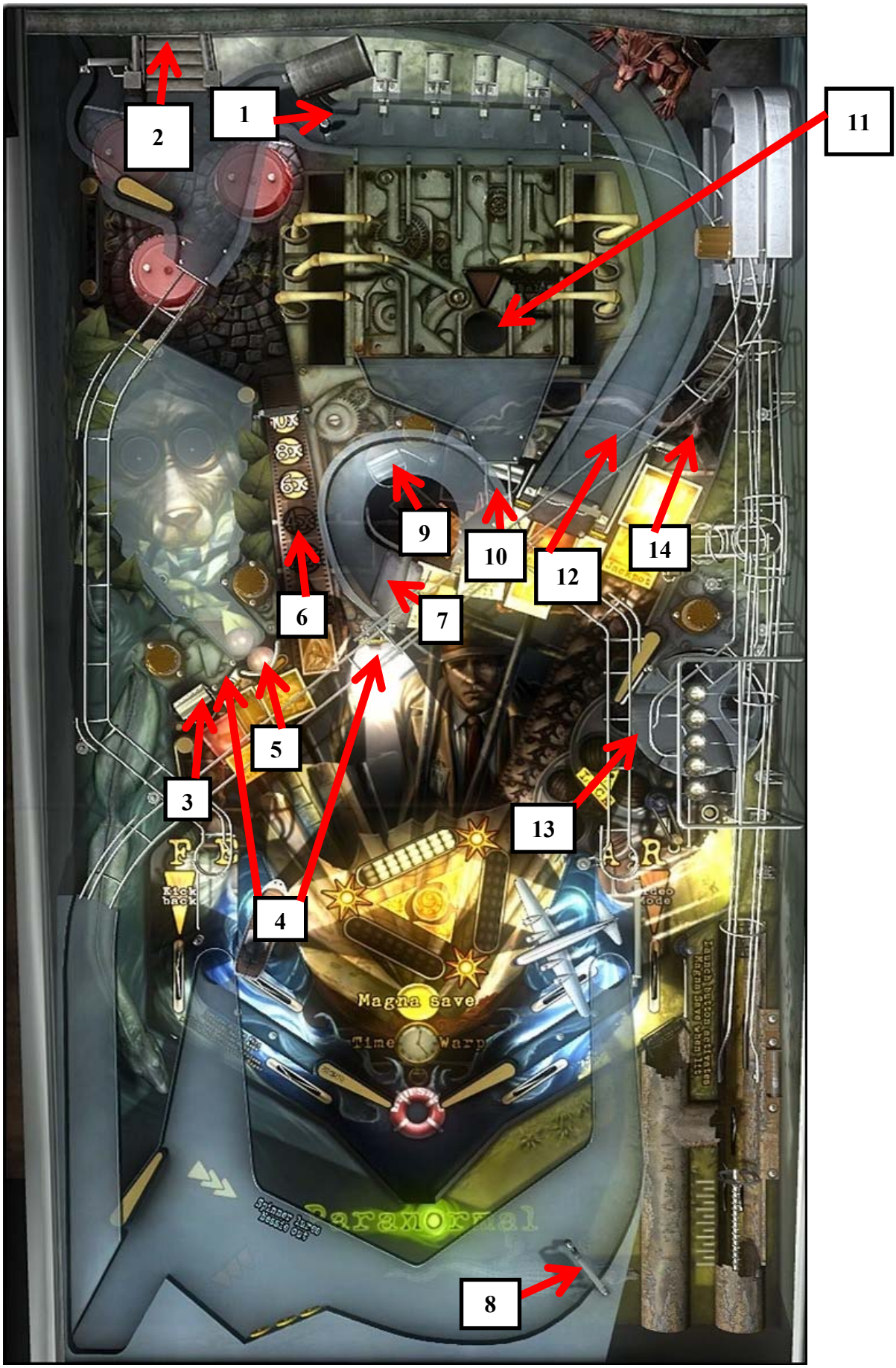
Paranormal Table Guide
By ShoryukenToTheChin



Key to Table Overhead Image – Thanks to Cloda on the Zen Studios Forums for the Image

1. Cube Entrance
2. Haunted Mansion Entrance
3. Chupacabra Bermuda Triangle Sinkhole
4. Kickback Targets
5. Chupacabra Dizzy Mode Target
6. Bumpers Ramp
7. Nessie Ramp
8. Photo Spinner
9. Nessie Bermuda Triangle Sinkhole
10. Nessie Mini-Orbit
11. Extra Ball Bermuda Triangle Sinkhole
12. Main Ramp
13. Film Reel Lock Ball Target
14. Jersey Devil Ramp

In this Guide when I mention a Ramp etc. I will put a number in brackets which will correspond to the Key above, so that you know where on the Table that particular feature is located.

TABLE SPECIFICS



Introduction

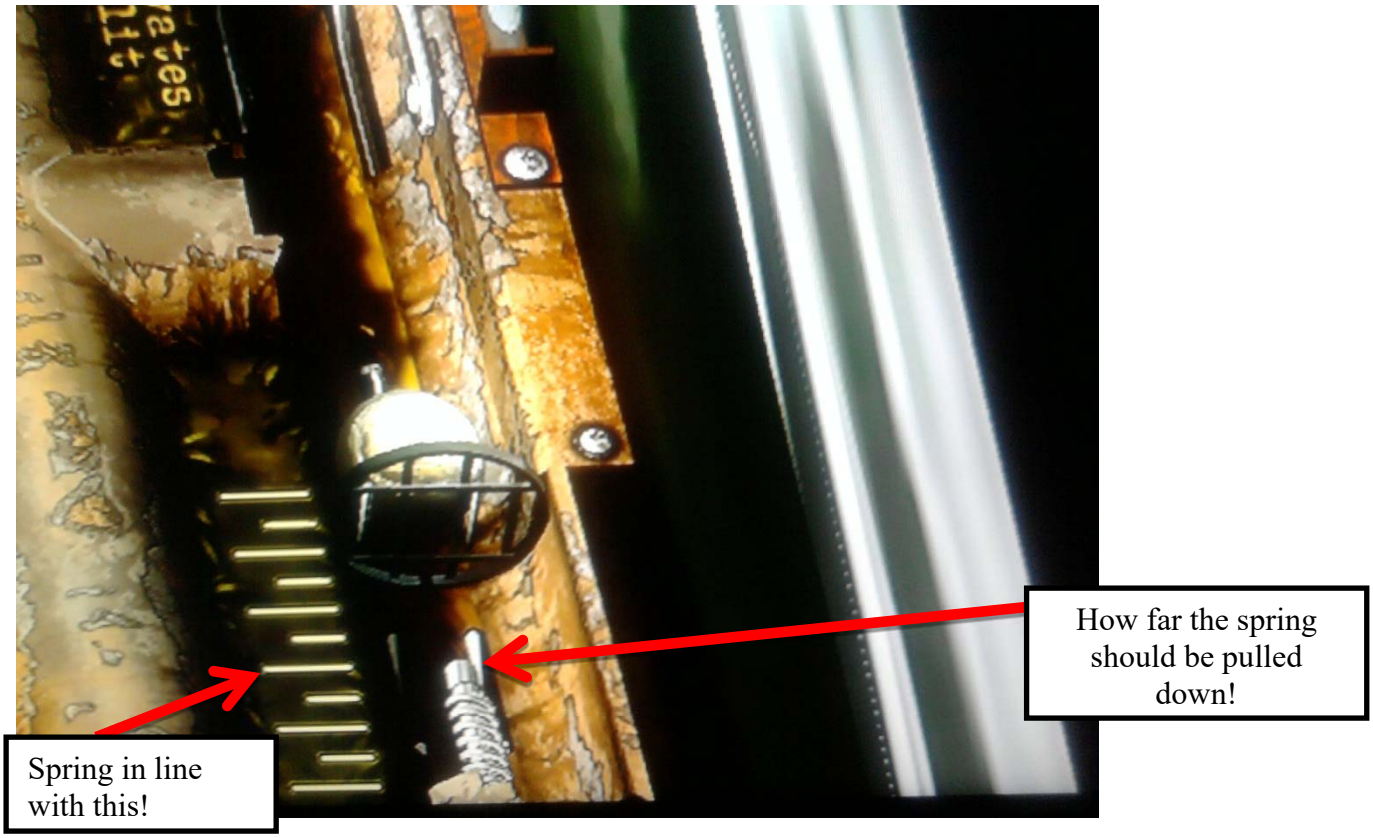
This Table is great; it's like the X Files if you know what I mean. You have Nessie, the Chupacabra and a Haunted Mansion among other things on the Table. Zen clearly has a moment of genius when they decided to release this at Halloween. This Table is very Multiball heavy there isn't really any Main Missions on this Table although you could count the Multiball Modes as Missions because they lead into a Wizard Mode of sorts called Wizard Cube.

Overall the Team once again have done such an amazing job and this Table is very unique from the Tables already available on PFX2 in that it doesn't have set Mission yet it has 4 Multiball Modes in its place, among other things I will let you discover for your self's

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Skill Shot ***Note - Worth 500,000****

To successfully acquire a Skill Shot Bonus you should launch the Ball using Manual Launch ***Note –I have Manual Launch set up to my Right Analogue Stick**** to adjust the power pull the Right Stick down, you will see that the Spring on the Launch will move down. You will need to have the Spring at this point; this can be seen in the image below from the Mini Camera view –



Double Skill Shot ***Note – Worth 1 Million Points****

When you successfully do a Skill Shot; The Ball is then received to the Top Right Flipper, you then need to hit the Ball up the Nessie Ramp (7) first time. For completing that shot you will be awarded with a Double Skill Shot.

Super Skill Shot ***Note – Worth 2 Million Points****

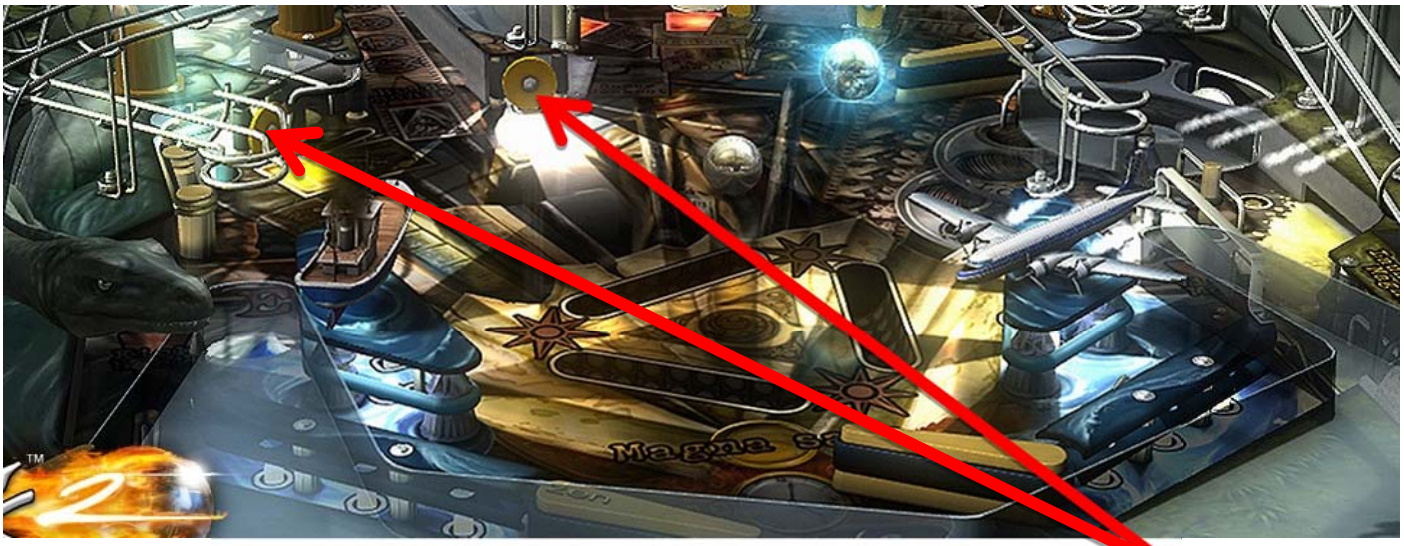
When you successfully do a Double Skill Shot; The Ball is then brought to the Lower Playfield of the Table, you will see a big Flipper which is controlled by the Left Trigger. This acts like a reverse scoop; you will see that there are arrows' pointing towards the right of the screen. These are very small, try to hit the Ball when it's just about to touch these. If done right you will hit the Ball through the Photo Spinner (8). For completing that shot you will be awarded with a Super Skill Shot.

Note – There are other alternatives to getting the skills shots, but only by achieving the skill shot where the ball comes out above the top right flipper can you progress to a Super Skill Shot else you can just progress to the maximum of a Double Skill Shot.

Kick Back, Ball Save & Magna Save

Kickback ***Note – On this Table you can stack Kickbacks, but if you lose the Ball the Kickback count is reset***

This Table has only 1 Kickback which is located on the Left Outlane. This is activated by hitting both the Kickback Targets (4). You will know when you hit one because for the first hit on the Dot-Matrix you will see the word 'KICK' and then when you hit the other Target you will see 'KICKBACK'
Once you successfully hit both of these the Left Kickback is activated, Shown below you can see where these are located –



These are the 2 Targets you must hit!

Note – The Right Outlane has no Kickback but sometimes it seems to pop back into play if it drains down there (there is a rubber on the outside of the right out lane that many times deflect the ball back), also if you activate Video Mode (Activation is explained later in Guide) it acts like a Kickback, also if you activate Video Mode (Activation is explained later in Guide) it acts like a Kickback of sorts

Ball Save

There are 2 ways to activate Ball Save on this Table;
One of them is that you light up the letters to spell 'FEAR' these are located on the Ins & Outlanes of the Table. Now use the Triggers on your Controller to alternate the lights so that the Ball can pass through a non-lit Light, and so forth. Do this until you get all the Letters lit, you will then hear "You are Safe, for Now!" this is when you will see that Ball Save is lit. Shown Below is where the lights are located -



The Second way to light Ball Save is to gain a Clairvoyance Award ***Note – View Clairvoyance Award later in this Guide for instructions on how to gain***

There are 2 different awards available –

1. 30 Second Ball Saver
2. 1 Minute Ball Saver

Magna Save

To activate Magna Save you must hit all 3 Bermuda Triangle Sinkholes –

- Chupacabra Bermuda Triangle Sinkhole (3)
- Nessie Bermuda Triangle Sinkhole (9)
- Extra Ball Bermuda Triangle Sinkhole (11)

Once you have hit all 3 you will hear "Magna Save Charged"
Now this works like a Magnet if you see the Ball going down the Middle drain etc., you then can press the Launch Button (By default this is 'A' if using a Xbox Controller or 'X' if using a PS3 Controller). This will cause the Ball to be attracted to the Middle of the playfield and thus save your Ball if you are quick enough.

Extra Balls

The 4 ways to active the Extra Ball Light ***Note – Extra Balls can be farmed easily on this Table, as you can repeat any of the methods more than once to gain another Extra Ball*** –

Below are the 4 ways in which you can light Extra Ball -

1. Clear the Haunted Mansion from the Ghosts, then return to the Mansion and make your way to the upper floor to then hit the Right Orbit where Extra Ball is lit.
   Note – The Haunted Mansion will be explained later in this Guide
2. Attain the Clairvoyance Award for 'Light Extra Ball ***Note – View Clairvoyance Award later in this Guide for instructions on how to gain the Extra Ball***
3. Reach 10X Multiplier then collect from the Extra Ball Bermuda Triangle Sinkhole (11) ***Note – View the Raising The Multipliers Section later in this Guide***
4. Hit Nessie 3 times then collect from the Extra Ball Bermuda Triangle Sinkhole (11) ***Note – View Nessie Section later in this Guide***

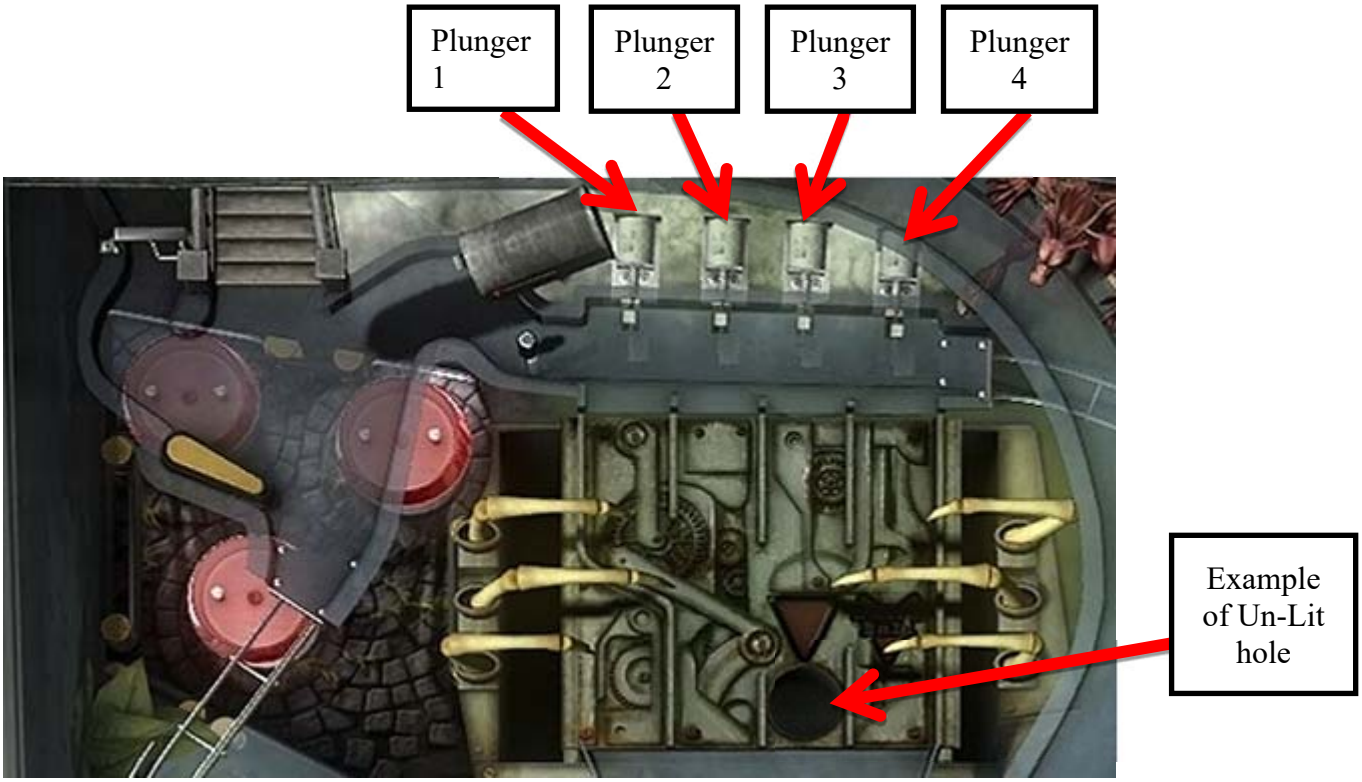
Note – You can gain 5 Extra Balls per original Ball, so with 3 original Balls you can have a total of 15 Extra Balls over the course of your game. 18 Balls to play with altogether

Raising the Multipliers

To raise the Multipliers you must hit the Ball up the Bumpers Orbit (6), you then need to score about 300,000 from hitting the Bumpers to be awarded with 2x, repeat for 4x etc. Once you reach 10x you will have lit Extra Ball and you collect it by hitting the Ball at the Extra Ball Bermuda Triangle Sinkhole (11).

Clairvoyance Award

To earn a Clairvoyance Award, you must get the Ball to the Cube Entrance (1) ***Note – Hit the Ball up the Main Ramp to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Cube Entrance (1) & Haunted Mansion Entrance (2)*** after getting into the Cube you are required to hit the Ball into the Un-Lit hole. You do this by using the Triggers to control which Plunger you use to knock the Ball down one of the four Lanes available. The Left Trigger controls Plungers 1 & 3, whereas the Right Trigger controls Plungers 2 & 4. So whichever Lane the Un-Lit hole is uses the corresponding Plunger.
Shown below is an example of what you will see –



After you successfully hit the Un-Lit Hole, You will be given a chance to earn an award on the Dot-Matrix. You then need to use the Right & Left Triggers to cycle through the available awards, try to find and stop on the one you want before the time limit expires. Whatever award is the selected when the timer expires is the one you are awarded with. This is a very easy way to light the Extra Ball ***Note – If you get awarded with an Extra Ball, it will light Extra Ball on the 4th Lane of the Cube thus you need to repeat the process of getting into the Cube etc. to then make the Ball go down the 4th Lane***

Awards -

- 1 Point
- 50 Points
- 100 Points
- 200 Points
- 500 Points
- 1000 Points
- 1 Million Points
- 2 Million Points
- Light Extra Ball
- Advance Multiplier Held ***Note – If you drain the Ball your Multiplier will remain intact for the next Ball***
- Bonus Multiplier ***Note – Increases Multiplier by 2x***
- Light Lock ***Note – Lights up the Locking Process to begin locking Balls, Explanation later in Guide***
- 30 Second Ball Saver lit
- 1 Minute Ball Saver lit

Hitting Nessie

Hitting Nessie is another feature of this Table which awards an Extra Ball if you can hit Nessie 3 times. Now to hit Nessie you must first hit the Ball with the Top Right Flipper into the Nessie Ramp (7) then you must hit the Photo Spinner (8). To hit the Photo Spinner (8) you must time your hit correctly remember that Reverse Scoop Flipper is controlled by the Left Trigger; you will notice small arrows on the Flipper like a run way this is when you need to hit the Ball. If done correctly you will hit the Spinner and start taking pictures of Nessie. Shown Below –



Now to hit Nessie you need to repeat the above process but all you need to do is the Nessie Ramp (7) shot this will then hit Nessie as long as you do this shot within about 10 seconds after you hit the Spinner the first time around.

Repeat the Above a further 2 times to light Extra Ball then collect it by hitting the Extra Ball Bermuda Triangle Sinkhole (11).

Video Mode ***Note – Successful completion worth 9 Million Points***

To activate this you must hit the 3 Targets on the Lower Playfield, shown below –



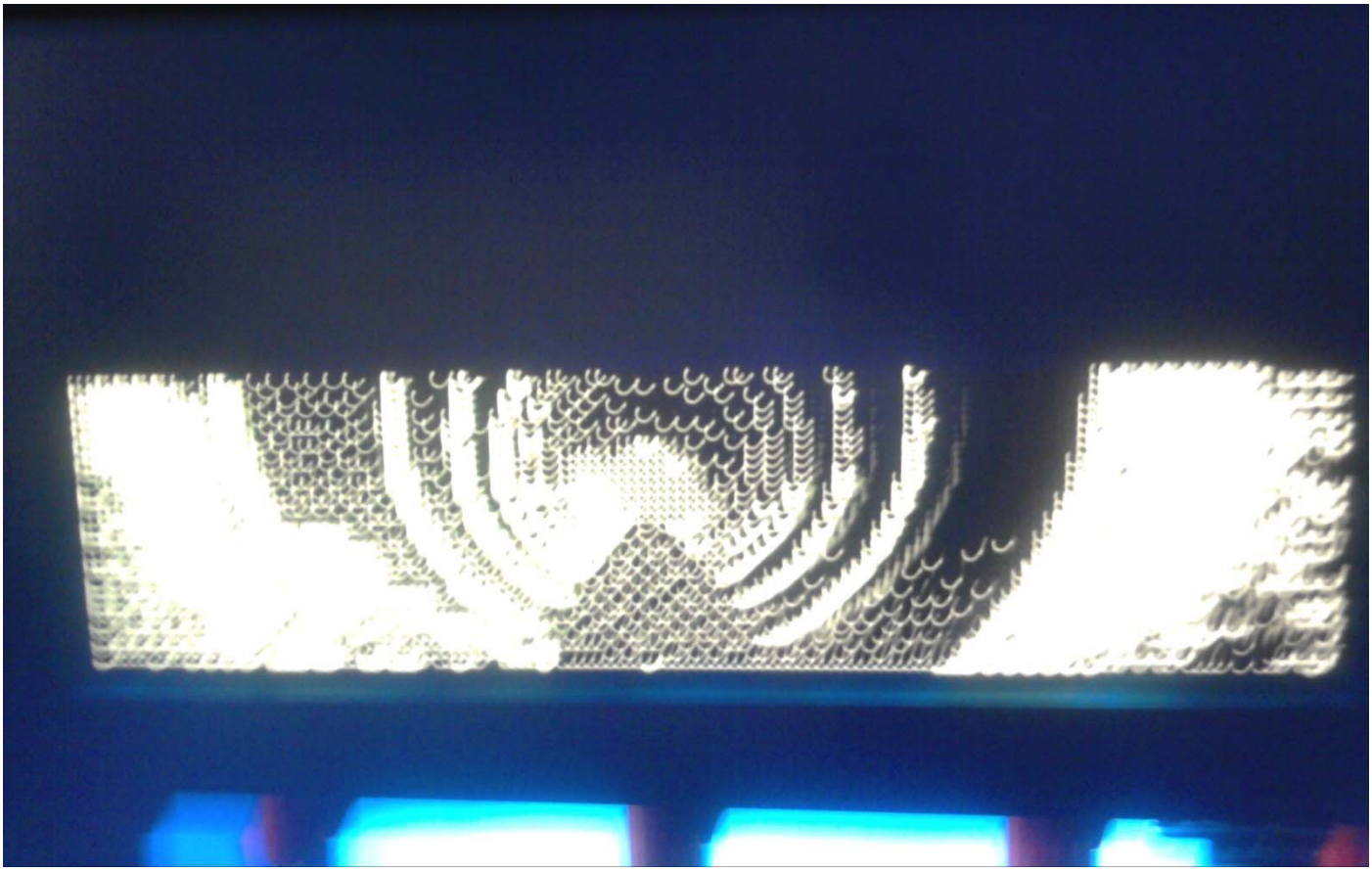
The 3 Video Mode Targets

After you hit those 3 Targets, Video Mode will become available at the Right Outlane and it acts like a Right Kickback of sorts. You need to drain the Ball there to begin this Mode. Shown Below –



Video Mode is lit on the Right Outlane

Once you get the Ball to drain down that Outlane you will then enter Video Mode, shown below –



The above picture shows how the Video Mode will look like, what you need to do is chase down the Crocodile down the sewer. But he will constantly keep turning Left & Right, you need to turn Left when he does etc. You turn Left & Right using the corresponding Trigger (Right Trigger to turn Right etc.). After you do this a couple of times you corner the Crocodile and the Mode is successfully completed.

Haunted Mansion

To get into the Haunted Mansion you must get the Ball to hit the Haunted Mansion Entrance (2) ***Note – Hit the Ball up the Main Ramp to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Haunted Mansion Entrance (2)***

Once you hit it once the Door will open, you will then need to hit the Haunted Mansion Entrance (2) one more time to get into the Haunted Mansion. Once in the Playfield will look like this –



Now to complete this mode you need to have hit one of the Ghosts, these are represented by the flickering Lights inside the Haunted Mansion. Once you have hit one of those, you then need to make your way to the Exit to Roof Orbit. To get to the Upper Floor of the Haunted Mansion you need to hit the Captive Ball which is in the Middle of the Upper Floor and Top Middle of the Lower Floor. You will need to hit this with enough power to lock the Ball from the Lower Floor then use the Captive Ball you just released for the Upper Floor. Hit the Exit to Roof Orbit and make sure to hold the Left Trigger to capture the Ball on the Outside of the Haunted Mansion. Now aim and try to hit the Ball semi-late to make the Ball fly over the Haunted Mansion.

If done correctly you will see this –



Now each Ghost you have cleared will be added up and you will be given a set amount of points depending on that, the total amount you can get is 20 Million but that's if you clear all 9 Ghosts.

Now if you clear all 9 Ghosts, the Extra Ball Orbit will be lit, you must repeat the process of getting into the Haunted Mansion, then the process of getting to the Upper Floor. Finally you hit the Extra Ball Orbit to claim your Extra Ball.

Hurry Up Modes

Jersey Devil Hurry Up Mode

To start this Hurry Up mode you need to hit the Jersey Devil Ramp (14) about 3 times, you will notice the Ramp is locked and it will just bounce back. When the Mode is activated you will hear “Get the Jersey Devil” at this point the Jersey Devil Ramp is open. Hit that Ramp then hit the Photo Spinner (8) to increase the Jackpot of the Jersey Devil Ramp hit, repeat the process until the Mode ends to try and get a good score.

Chupacabra Dizzy Mode

To activate this mode you need to hit the Chupacabra Dizzy Mode Target (5). When you hit that successfully, one of the Chupacabra’s Eyeballs will shoot up and bounce around and lock into one of the Eye sockets. Once the first Eyeball is locked, the Dot-Matrix will say "Chupacabra Sighting." Repeat the above to unlock and relock the other Eyeball.

After the second Eyeball is locked, you will hear "Make the Chupacabra Dizzy." At this point the Dizzy Hurry-Up mode will start. You will notice on the Dot-Matrix that a 4 Million Point countdown will begin when that reaches 0 Points the Mode ends. Hit the Main Ramp (12) to collect whatever Points are shown on the Dot-Matrix, repeat this until the countdown reaches 0 Points (this is roughly about 40 seconds).

If you shoot the Main Ramp three times in quick succession while the mode is active you will light the Easy Jackpot. To build the Easy Jackpot value you must shoot the ball into the Bumpers Ramp (6). Once you are ready to collect the easy Jackpot shoot the ball up the Jersey Devil Ramp (14) and then for the Super Jackpot shoot the Photo Spinner (8).

Multiball/Mission Modes

There are 4 Multiball/Mission Modes on this Table –

First you must lock the Balls into the Film Reel Lock Ball Target (13), you do this by hitting the Ball into the Film Reel Lock Ball Target (13) this will then turn the Film Reel and allow you to lock 1 Ball. You are given about 20 Seconds to lock the 1st Ball, to lock the Ball just hit the Film Reel Lock Ball Target (13). If you fail to do that you must repeat the process. After you successfully lock one Ball you are then taken to the Cube and you will see on the Dot-Matrix the name **Levitation** this is one of the Multiball Modes available with the locking on 1 Ball, you can cycle through the 4 Multiball Modes using the Left or Right Triggers.

Note – Only Levitation & Doppelganger Multiball Modes are available with the locking of 1 Ball

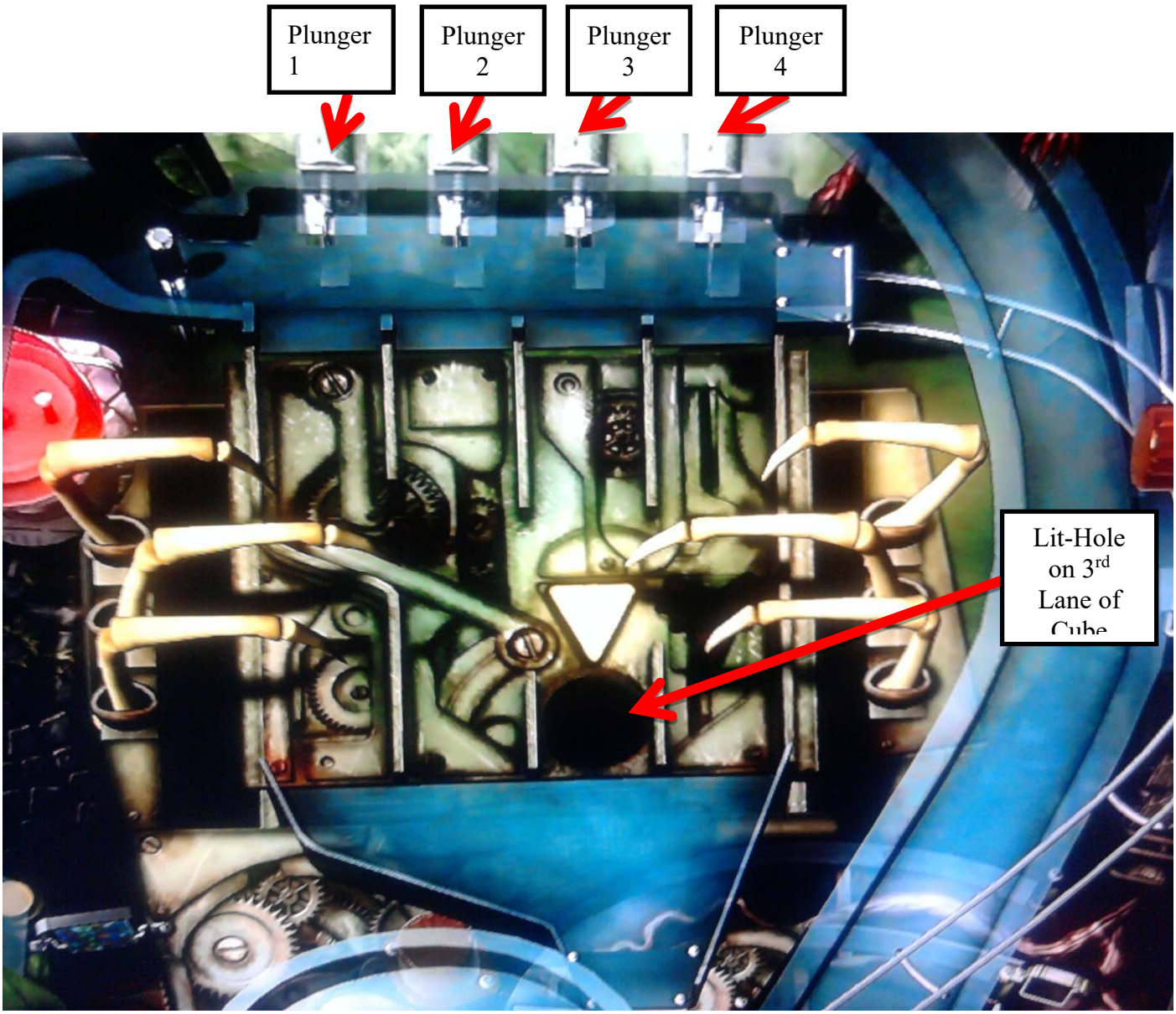
Repeat the locking process above to lock the 2nd Ball into the Film Reel, this will then enable the other 2 Multiball Modes to be available, **The 4th Dimension** & **Spontaneous Ball Combustion**.

Note – To raise the Jackpot for any of the Multiball Modes you need hit the Ball with the Top Right Flipper into the Nessie Ramp (7) or up the Jersey Devil Ramp (14) then you must hit the Photo Spinner (8). To hit the Photo Spinner (8) you must time your hit correctly remember that Reverse Scoop Flipper is controlled by the Left Trigger

Note – The Jackpot increase you do for each of the Multiball Modes builds for the duration of your game. Each Multiball Mode builds its own Jackpot value. The increased Jackpot value also carries over to the Wizard Cube

Second Chance – Now this occurs if you go down to 1 Ball in any of the Multiball Modes without managing to score at least one Jackpot award. You then have the opportunity to get the Ball into the Cube and hit one of the Lit-Holes to re-enable the Mode. There is a time limit to achieving a Second Chance so work quickly.

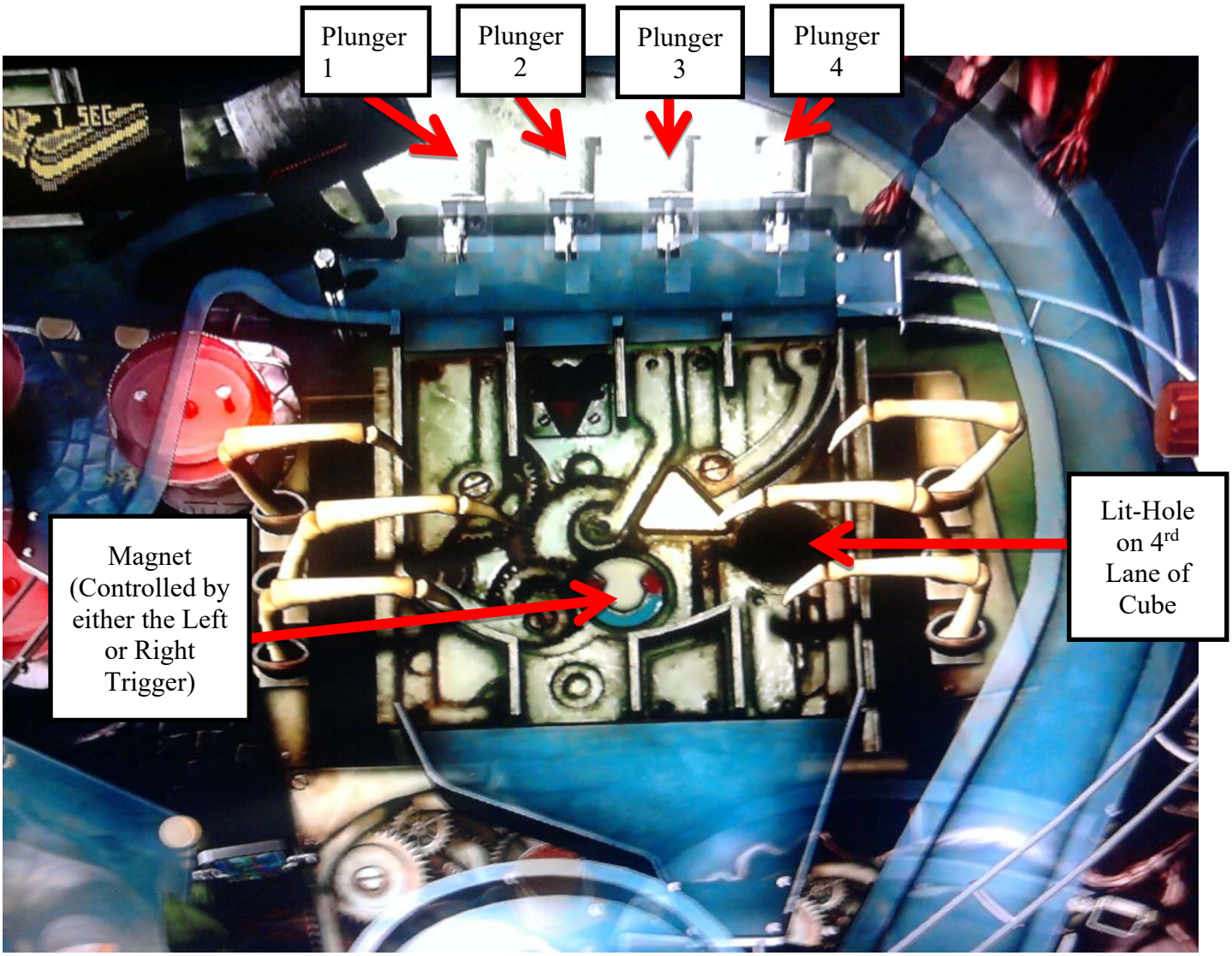
Levitation *Note – 2 Ball Multiball Mode*



To begin this Mode you must get the Ball to the Cube Entrance (1) ***Note – Hit the Ball up the Main Ramp (12) to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Cube Entrance (1)*** after getting into the Cube you are required to hit the Ball into the Lit hole. You do this by using the Triggers to control which Plunger you use to knock the Ball down one of the four Lanes available. The Left Trigger controls Plungers 1 & 3, whereas the Right Trigger controls Plungers 2 & 4. For this Mode you need to hit the Ball down the 3rd Lane using Plunger 3 (Controlled by the Left Trigger).

Once the Ball enters the Lit-Hole, the Mode is activated and you will see a Levitating Ball making its way down the Table, at this point a Ball will be released from the Film Reel. The object here is to hit the Levitating Ball with the time limit (About 35 seconds). Try to hold onto the Ball to aim for the Levitating Ball, now try to hit the Levitating Ball when it's bobbing down as the Ball bobs Up & Down as it moves from side to side. When you successfully hit the Levitating Ball you are rewarded with a Super Jackpot and are tasked in getting one of the Balls into the Cube and then into the Lit-Hole in the Cube. Now when you hit the Cube it will not give you a Cube view so you need to hit it by looking at the Top Middle of the Table. Now the Lit-Hole is on the 3rd so use the Left Trigger when the Ball is directly in front of Plunger 3. You will be awarded with a Jackpot, and then another Ball is floating repeat the above process again to earn another Jackpot.

Doppelganger *Note - 2 Ball Multiball Mode*



To begin this Mode you must get the Ball to the Cube Entrance (1) ***Note – Hit the Ball up the Main Ramp to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Cube Entrance (1)*.** After getting into the Cube you are required to hit the Ball into the Lit hole. You do this by using the Triggers to control which Plunger you use to knock the Ball down one of the four Lanes available. The Left Trigger controls Plungers 1 & 3, whereas the Right Trigger controls Plungers 2 & 4. For this Mode you need to hit the Ball down the 1st Lane using Plunger 1 (Controlled by the Left Trigger). Then as the Ball is just about to get in line with the Magnet you need to hit the Right Trigger then let go, this if down correctly will make the Ball go into the Lit-Hole. Now you need to do it this way because as shown on the image above look at the 4th Lane it is blocked off, you thus need to use the route explained to get the Ball into the Lit-Hole.

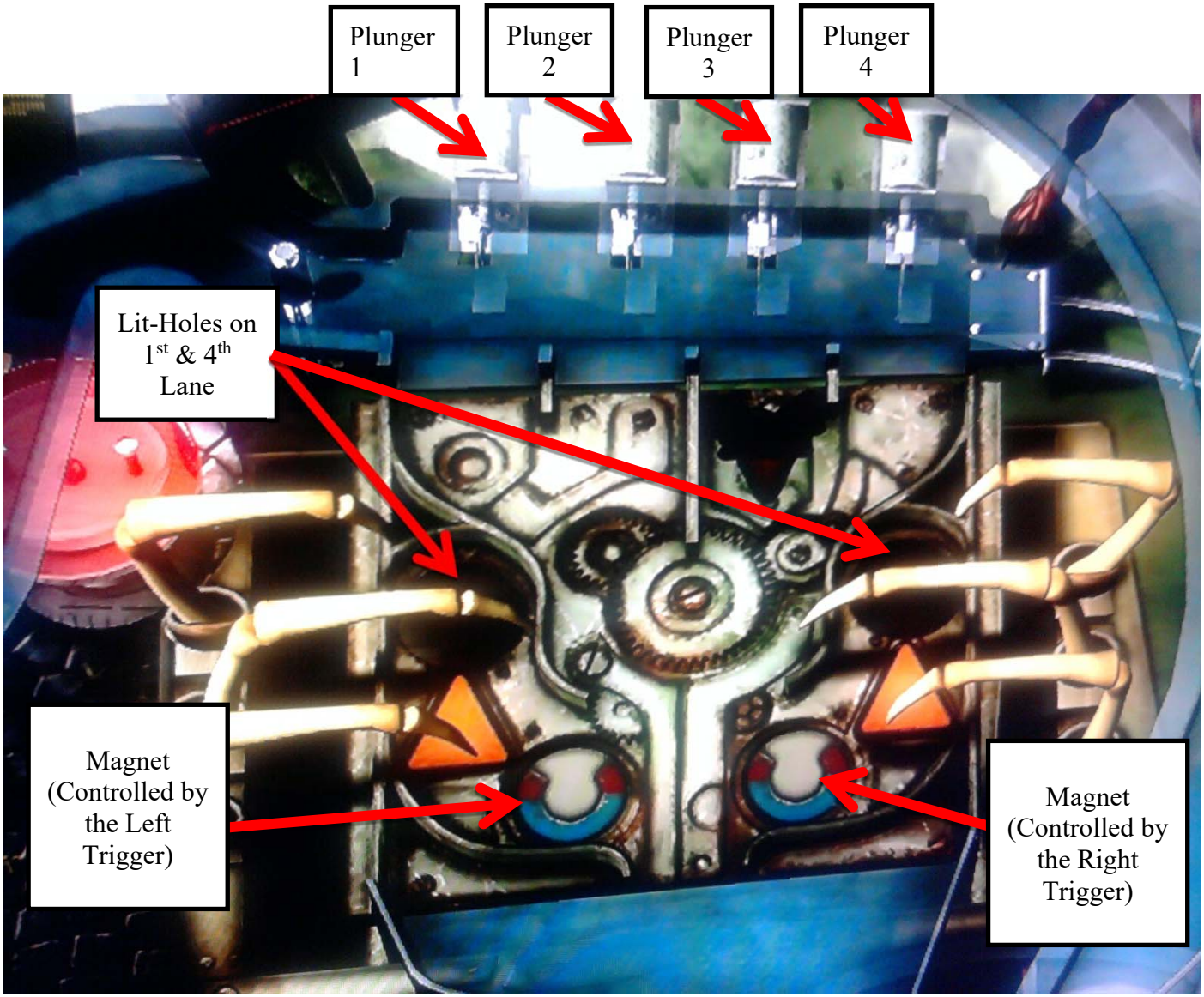
After the Ball is successfully put into the Lit-Hole, the Mode will begin. For this you need to hit the 3 Bermuda Triangle sinkholes

- Chupacabre Bermuda Triangle Sinkhole (4)
- Nessie Bermuda Triangle Sinkhole (9)
- Extra Ball Bermuda Triangle Sinkhole (11)

You need to lock one of the balls into a Sinkhole to get a Jackpot and then you need to lock the second ball in a lit Bermuda Triangle Sinkhole to get the Super Jackpot. After that the 2 Balls will be returned to you, repeat the above but if you want to achieve a Mega Jackpot you need to lock one of the Balls into a lit

Bermuda Triangle Sinkhole, then lock the remaining Ball into a non- lit Bermuda Triangle Sinkhole. The Lights will alternate between the 3 Bermuda Triangle Sinkholes so try to time your shot and go for the Sinkhole which you are more comfortable in hitting. When successfully you will see “Encounter with Doppelganger” on the Dot-Matrix, the mode will end and you will be rewarded with a Mega Jackpot award.

Spontaneous Ball Combustion *Note – 3 Ball Multiball Mode*



To begin this Mode you must get the Ball to the Cube Entrance (1) ***Note – Hit the Ball up the Main Ramp to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Cube Entrance (1)*** after getting into the Cube you are required to hit the Ball into the Lit hole. You do this by using the Triggers to control which Plunger you use to knock the Ball down one of the four Lanes available. The Left Trigger controls Plungers 1 & 3, whereas the Right Trigger controls Plungers 2 & 4.

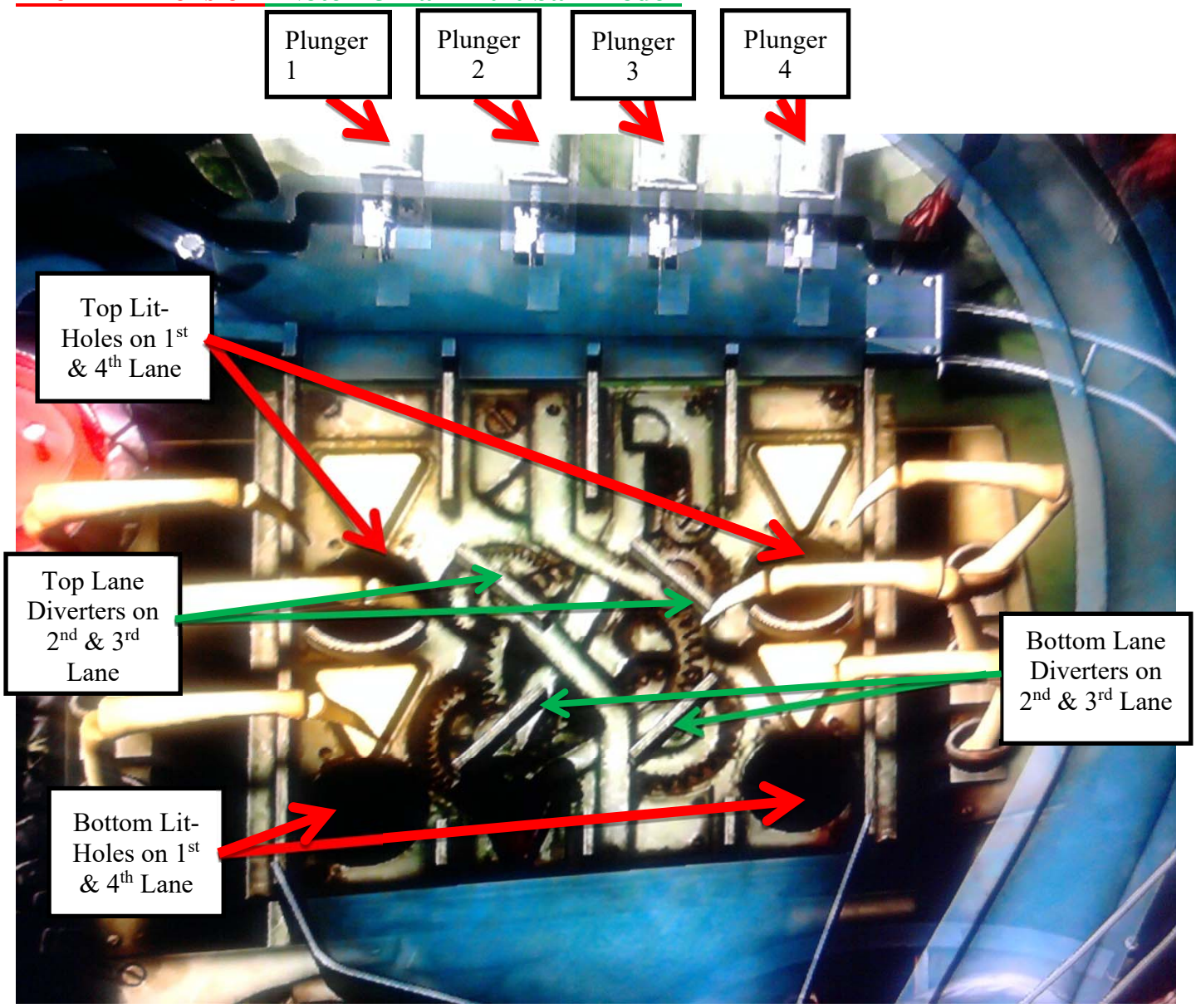
To get these Cube Magnets working you will need to make use of the Balls momentum as well as the Magnets available to help get the Ball into the 2 Lit-Holes. You need to hit the Ball down the 1st Lane using Plunger 1 (Controlled by the Left Trigger) then activate the Right Magnet (with the Right Trigger). Release the Right Magnet and activate the Left Magnet (with the Left Trigger). Release the Left Magnet just as the Ball arrives to build up some momentum to get it up to the Lit-Hole. By rocking the ball between the 2 Magnets, you will eventually get it going with enough momentum to roll up a Lit-Hole. You can hold the ball with one of the Magnets for a bit and start again if the momentum is not right. *Thanks **IndyRC_Racer** for the Tip*

Now you need to do it this way because as shown on the image above you will see that the 1st & 4th Lane is blocked off, so we needed to use another route to get the Ball into the Lit-Holes.
After locking one Ball into one of the Holes, you will then need to get back into the Cube following the process explained above and then using the method described in the 2nd paragraph to get the 2nd Ball into the other Lit-Hole.

Once you have successfully hit both of those Lit-Holes with the Ball, the Mode will begin. You will need to hit the Main Ramp (12) & Jersey Devil Ramp (14) to light the Balls on Fire; after each time you light the Balls on Fire (You will know this because Smoke will be seen around the Ball) you will gain a Super Jackpot. The Nessie Ramp (7) will now be lit, hit this to gain a Mega Jackpot award.

Now the Jersey Devil Ramp (14) will be lit, you hit that and you earn a Super Jackpot award. Basically this mode works in a sequence of 3, after 2 Ramp hits (Super Jackpot for each hit) the 3rd Ramp you hit will award you with a Mega Jackpot.

The 4th Dimension *Note – 3 Ball Multiball Mode*



To begin this Mode you must get the Ball to the Cube Entrance (1) ***Note – Hit the Ball up the Main Ramp to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Cube Entrance (1)*** after getting into the Cube you are required to hit the Ball into the Lit hole. You do this by using the Triggers to control which Plunger you use to knock the Ball down one of the four Lanes available. The Left Trigger controls Plungers 1 & 3, whereas the Right Trigger controls Plungers 2 & 4.

Now the first thing you should do is first get the Ball into the 2 Top Lit-Holes on the 1st & 4th Lane, to get the Ball into the 1st Lane just use Plunger 1 (Controlled by Left Trigger) and to get the Ball into the 4th Lane use Plunger 4 (Controlled by Right Trigger). ***Note – Remember after locking one Ball into one of the Holes you will then need to get back into the Cube following the process explained in the 1st Paragraph***

Now this is where things become confusing, so I will try to explain this as best as I can. You can see 4 Lane Diverters on the Image above, 2 on the Top and 2 on the Bottom. Now the Left Trigger controls the Top Lane Diverters and the Right Trigger controls the Bottom Lane Diverters.

To get the Ball into the Bottom Left Hole on the 1st Lane, follow this instruction –

1. ***VERY IMPORTANT!*** Have the Top Lane Diverters angled to the Left **“** \ **“** If it’s not angled to the Right you have a couple of seconds to use the Left Trigger to do so.
2. ***VERY IMPORTANT!*** Have the Bottom Lane Diverters angled to the Right **“** / **“** If it’s not angled to the Right you have a couple of seconds to use the Right Trigger to do so
3. When the Ball starts to go from Left to Right on the Cube, as soon as it is in line with Plunger 3 (Controlled with Left Trigger) hit it.
4. If done right the Ball will now go down the Lane Diverters into the Bottom Left Hole on the 1st Lane.

To get the Ball into the Bottom Right Hole on the 4th Lane, follow this instruction –

1. ***VERY IMPORTANT!*** Have the Top Lane Diverters angled to the Left **“** \ **“** If it’s not angled to the Right you have a couple of seconds to use the Left Trigger to do so.
2. ***VERY IMPORTANT!*** Have the Bottom Lane Diverters angled to the Right **“** / **“** If it’s not angled to the Right you have a couple of seconds to use the Right Trigger to do so
3. When the Ball starts to go from Left to Right on the Cube, as soon as it is in line with Plunger 2 (Controlled with Right Trigger) hit it.
4. If done right the Ball will now go down the Lane Diverters into the Bottom Right Hole on the 4th Lane.

The Mode will now begin, just continue to hit the Portals (They appear all over the place) to achieve Jackpot awards. Now to gain a Super Jackpot award you need to get the a Ball into the Cube, hit the Main Ramp (12) then with the Top Left Flipper hit the Ball into the Cube Entrance (1), Now when you hit the Cube it will not give you a Cube view. Look up at the Top Middle of the Table to see the Cube, now keep in mind you need to make sure you keep at least 1 of the 2 Balls outside the Cube alive or the Mode will end.

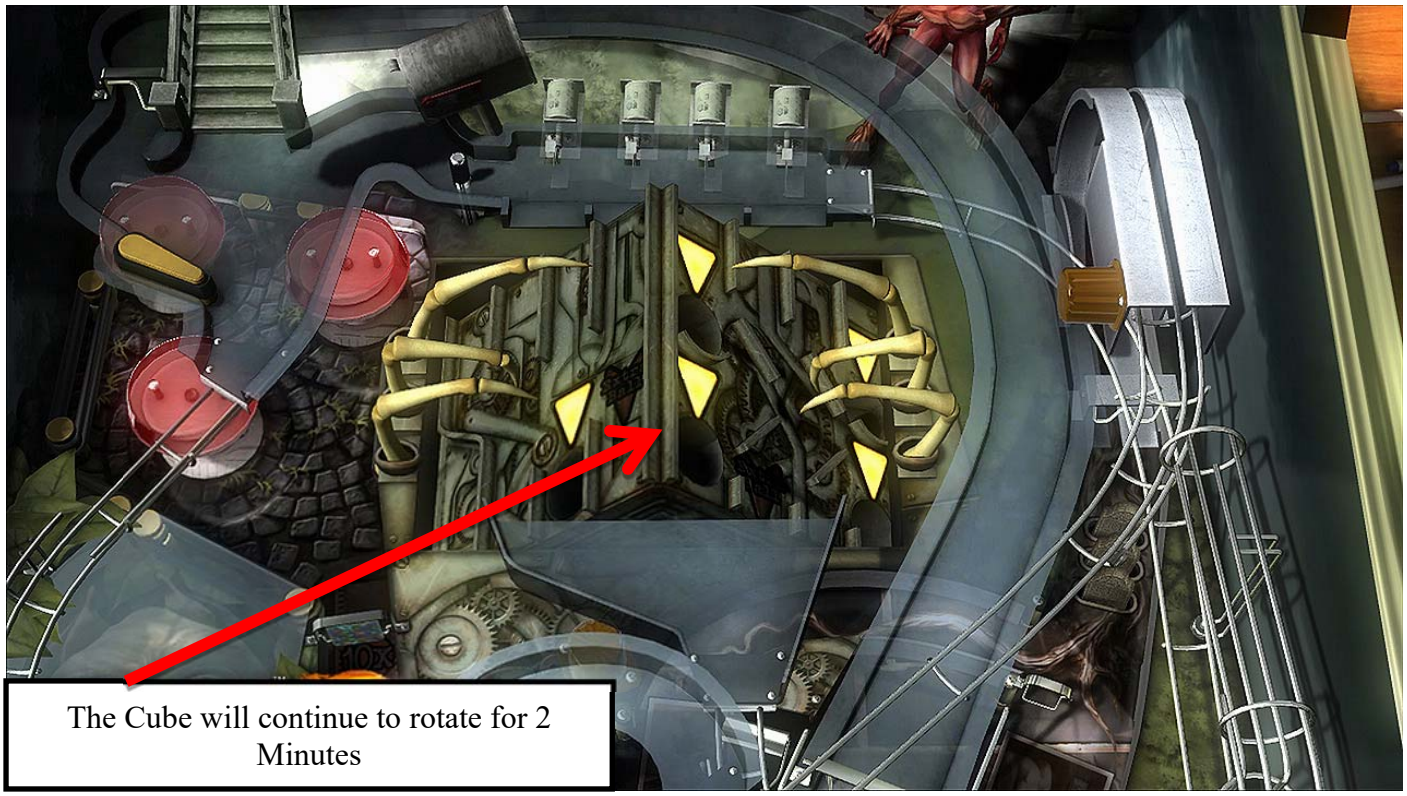
The Cube will be the exact same pattern as when you were locking the Balls into the Cube to start this Mode. If you’re unsure take a look at the Image at the start of this explanation. Now there are 4 Lit-Holes, the easiest 2 to hit are the Top Holes which are located on Lane 1 & 4 of the Cube. To get the Ball into the 1st Lane just use Plunger 1 (Controlled by Left Trigger) and to get the Ball into the 4th Lane use Plunger 4 (Controlled by Right Trigger). After you have locked one of the Balls into a Lit-Hole you will be awarded with a Super Jackpot.

To gain a Mega Jackpot award, you must hit all 4 of the Cube’s Lit-Holes; Follow the above process to achieve this, but note when it comes to locking the Ball into the Bottom 2 Lit-Holes use the instructions given at the Top of this Page. After you achieve this you are awarded a Mega Jackpot award.

WIZARD MODE (Wizard Cube)

The Wizard Mode, Wizard Cube only becomes active when you have successfully activated all the 4 Multiball Modes. You are given 2 Minutes to get the Ball into the Cube to gain as much Jackpot Awards as you can.

Below shows how the Cube will act during this mode –



You need to get the Ball to the Cube Entrance (1) ***Note – Hit the Ball up the Main Ramp to get the Ball to land on the Top Left Flipper, this is the Flipper you will need to use to hit the Cube Entrance (1)***

Now the time will stop and you will need to press the Launch Button (By Default this is 'A' on the Xbox 360 Controller & 'X' on the PS3 Controller), after which you will need to get the Ball into one of the Lit-Holes using the Triggers to control which Plunger you use to knock the Ball down one of the four Lanes the have the Lit-Holes available. The Left Trigger controls Plungers 1 & 3, whereas the Right Trigger controls Plungers 2 & 4.

Each time you get the Ball into a Lit-Hole the Jackpot will be awarded. ***Note – I think that all of you Jackpot increasing you did on the previous 4 Multiball Modes is active here.***

You can also increase the Jackpot within the Wizard Cube Mode you need hit the Ball with the Top Right Flipper into the Nessie Ramp (7) or up the Jersey Devil Ramp (14) then you must hit the Photo Spinner (8). To hit the Photo Spinner (8) you must time your hit correctly remember that Reverse Scoop Flipper is controlled by the Left Trigger.

After 2 Minutes pass the Mode will end and the Table resets itself, so to get here again you need to do the 4 Multiball Modes, You keep your Jackpot at where you had it from what I remember.

FINAL MISSION IS COMPLETED AT THIS POINT

Special Thanks to all the Zen Studios Forum Community! Members such as **Cloda**, I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table, I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you etc.

Check out the other Spooky themed tables; Nightmare Mansion Table & Sorcerers Lair, it's available to download on the Xbox Live Marketplace in Add-Ons section or download it straight from the PFX2 Platform itself.

Thanks for viewing my Guide, and remember Pinballers ***"Your Safe, For Now!!!"***

Yours

ShoryukenToTheChin