



**SCOOBY DOO!**  
**WHERE ARE YOU!**  
**RULES DOCUMENT**

## CHARACTER SELECTION:

At the start of a ball, players choose a character from Mystery Inc. Each character has strengths that provide unique advantages in the game:

- **Daphne (Left Orbit):** Longer Ball Save Timers
- **Fred (Left Inner Orbit):** Easier To Start Mystery Machine Multiball
- **Scooby (Upper Playfield):** Ruh-Roh Save Lit Each Ball
- **Shaggy (Right Inner Orbit):** Better Mystery Awards
- **Velma (Right Orbit):** Cases Are Easier To Start

## CHARACTER LEVEL-UP SYSTEM:

Each member of Mystery Inc. has a unique set of level-up rewards. At the start of the game, players can select a character to automatically unlock their level three set of rewards. To unlock rewards from other characters, the character orbits must be collected. Each successful shot to an orbit increases the benefits of that specific character, making their rewards more powerful as the game progresses. Completing the character mode will also unlock the highest level. Strategically leveling up the characters provides valuable advantages throughout the game.

	Daphne	Fred	Scooby	Shaggy	Velma
Level 1	+10% Character Modes	+10% Trap Bonus	+10% End Of Ball Bonus	+10% Combos	+10% Clue Bonus
Level 2	+20% Character Modes	+20% Trap Bonus	+20% End Of Ball Bonus	+20% Combos	+20% Clue Bonus
Level 3	+30% Character Modes	+30% Trap Bonus	+30% End Of Ball Bonus	+30% Combos	+30% Clue Bonus
Mode Complete	+50% Character Modes	+50% Trap Bonus	+50% End of Ball Bonus	+50% Combos	+50% Clue Bonus

## COOPERATIVE GAMEPLAY

To enable a cooperative game, the Start Button must be held for five seconds. During this gameplay, players work together, and their scores are combined, with the exception of the single point awarded for unmasking a villain. During cooperative gameplay, character modes are not lit at the start of the game, and extra balls are disabled.

## SKILLSHOTS:

The skillshot is indicated by flashing red inserts. The flipper buttons are used to change which skillshot is currently selected:

- **Drop Targets** - Complete this skill shot to spawn four Scooby Snacks.
- **Dog Tag Targets** - Complete this skill shot to raise the 'Trap Door' drop target between the flippers.
- **Character Orbits** - Complete this skill shot to fully tier up the associated character.

**Secret Skillshot** - Flipping the ball at the absolute last second causes it to travel up the opposite inlane and knock down the bottom drop target...Shatz. To receive credit for the secret skillshot, the Drop Target skillshot must be selected.

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## SCOOBY SNACKS:

The main way to spawn Scooby Snacks is by completing a drop target bank. Clearing a target bank lights three random snack inserts on the playfield. Snacks are spawned at unique dedicated inserts located at the character orbits and spinner shots on the main playfield. One snack is also awarded with every hit to the standup target behind the drop targets. Collecting snacks advances the Bravery Meter, Scooby Snack Multiball, Mystery Machine, and Bonus Multiplier.

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## CASE BASICS:

**Qualification:** White shots must be collected to investigate the next case. The first case requires three shots, with each subsequent case requiring one

additional white shot, up to a maximum of six. Cases are randomized by the left spinner but can be locked in by pressing the launch button. Once a case has been qualified, the ball must be shot into the Mystery Machine.

**Overview:** Within each case, a certain number of clue shots must be collected, as indicated by the magnifying glass on the bottom left of the display. Once the required number of clues has been collected, a timer starts, providing a limited amount of time to collect trap shots and then unmask the villain. Trap shots vary by case and serve as a multiplier for the unmasking bonus. To unmask the villain, the Mystery Machine must be shot.

### **Bravery Meter:**

The Bravery Meter is located under the selected character on the display and on a light strip at the far left-hand side of the playfield. The meter serves as both a multiplier and timer during a case. The more bravery accumulated, the more points are scored during all segments of a case:

- Rainbow Flashing = x4.00
- Green Flashing = x2.00
- Green = x1.75
- Yellow = x1.50
- Orange = x1.25
- Red = x1.00

If all bravery is depleted, the current case is immediately abandoned, forfeiting the chance to unmask the villain. Collecting more Scooby Snacks refills the Bravery Meter.

### **Side Quests:**

Both cases and character modes may contain side objectives. These are not required for completion of the mode but award additional points, bonuses, and Easter Eggs.

## **CASE DETAILS:**

### **1) Charlie The Robot**

Track down Charlie the Robot by shooting the roaming blue arrow. After each clue, the speed of the roaming shot increases. Shoot the yellow shots to turn off

attractions, limiting Charlie's movement and boosting the value of the next clue. To solve the case, collect four clue shots.

During the unmasking sequence, the center ramp will be lit to trap Charlie the Robot. To complete the center ramp, avoid activating the bookcase flipper. Allow the ball to trigger the upper playfield exit switch to complete the trap. Shoot the Mystery Machine to finish the unmasking.

**Side Quests:**

- **Bottle Toss:** Shoot the ball behind the drop target bank to collect the Bottle Toss Jackpot.
- **Bumper Cars:** Collect five sling hits to play a bonus Easter Egg video.
- **Roller Coasters:** Ride the roller coasters of Funland by hitting each of the three habitrails (center ramp, upper left orbit, upper center orbit). The roller coasters pay tribute to games designed by famed game designer Barry Oursler.

## 2) Captain Cutler

Shoot the dive helmet, hand targets, or mini orbit on the upper playfield to fill the scuba tank with oxygen, lighting orange clue shots at the lower playfield orbits. Once the player "dives" to the lower playfield to collect clues, the oxygen meter begins to deplete. If oxygen runs out, clue shots will unlight, requiring a return to the upper playfield to replenish oxygen. Each successful upper playfield shot lights one dog tag target, allowing partial oxygen refills on the lower playfield. To solve the case, collect six clue shots.

During the unmasking sequence, the dive helmet, hand targets, and mini orbit will be lit to trap Captain Cutler. Shoot the Mystery Machine to complete the unmasking.

**Side Quests:**

- **Scuba Tanks:** Shoot the ball behind the drop target bank to find the "Storeroom of Scuba Tanks." After completing this quest, each drop target hit refills a portion of oxygen.

## 3) Miner 49er

The left spinner, left inner orbit, right inner orbit, and right spinner are lit white, representing the combination to an old safe leading to the long-abandoned Gold

City Mine. Shots must be made in a randomized order determined at the start of the case. Correct shots light up green, while incorrect shots light up red and reset progress. Shooting targets adjacent to lit shots reveals hints. To solve the case, successfully complete all four shots in the correct order.

During the unmasking sequence, the upper orbits will be lit to trap the Miner 49er. Shoot the Mystery Machine to complete the unmasking.

**Side Quests:**

- **Player Piano:** Shoot the ball behind the drop target bank to collect the Player Piano Jackpot.
- **Runaway Mine Cart:** Advance the mine cart chase by shooting the upper orbits.

#### 4) Space Kook

Spinners light orbits and spinners for clues. Each spin adds time and rotates the currently lit shots, maintaining dynamic gameplay. Use the bookcase flipper to shoot the airport shot and score a jackpot. To solve the case, collect six main shots.

During the unmasking sequence, the left spinner traps the Space Kook in the wind tunnel. Shoot the Mystery Machine to complete the unmasking.

**Side Quests:**

- **Glowing Footprints:** Follow the green tracks by shooting the hand targets and mini orbit on the upper playfield. Complete four footprints to advance.
- **In The Army:** Close the garage doors by shooting the dog tag targets. Close all doors to advance.
- **Spooky Spaceship:** Shoot the center ramp to track the spaceship. Avoid stand up targets on either side, as they undo progress.

#### 5) The Creeper

Shoot the character orbits to pass the mysterious paper between members of the gang. Scoring increases with the number of unique members involved in the chase. If a character holds the paper too long, The Creeper will catch them. When caught, rapidly tap the action button to escape. Escapes become more difficult with each capture. Pass the paper five times to complete the case.

During the unmasking sequence, the right inner orbit and right orbit will trap The Creeper. Shoot the Mystery Machine to complete the unmasking.

**Side Quests:**

- **Bank Vault:** Shoot the ball behind the drop target bank to collect the Bank Vault Jackpot.

## 6) Black Knight

During this mode the playfield is your canvas. To paint shots first collect red paint at the drop targets or passive sling on the upper playfield. Then when paint has been collected shoot any of the white shots to paint them red. Two shots can be painted before you must collect more red paint. After shots have been painted they become available as locations where you can collect more red paint. Paint all ten shots to complete the case.

During the final unmasking sequence, the right upper orbit will be lit to trap the Black Knight. Shoot the Mystery Machine to complete the unmasking.

## 7) Witch & Zombie

Shaggy and Scooby are trapped between the Witch and the Zombie. Left-side playfield shots are lit green for the Zombie, while right-side shots are lit purple for the Witch. Alternate between sides to progress the case. As shots are collected, they are unlit, reducing available options. Successfully complete three shots on each side to solve the case.

During the unmasking sequence, a roaming purple shot will trap the Witch & Zombie. Shoot the Mystery Machine to complete the unmasking.

**Side Quests:**

- **Poker:** Shoot the ball behind the drop target bank to collect the Full House Jackpot.

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## CHARACTER MODES:

**Qualification:** Collect a character orbit three times to qualify a unique mode for that member of Mystery Inc. Once a character is qualified, start their mode by

shooting the ball into the VUK behind the drop targets. If multiple characters have been qualified, the last character orbit collected will be the mode started.

### 1) **Daphne: Run Daphne, Run!**

Daphne has been trapped in Franken Castle. Help her run from Frankenstein's Monster by shooting purple shots. Green shots will roam across the playfield, blocking your path. With every successful purple shot, more green shots will spawn. Shooting a green shot will undo progress and advance the monster closer to Daphne. Complete five purple shots to finish the mode. If playing as Daphne, holding the action button will pause the green shots.

#### **Side Quests:**

- **Monster In My Pantry:** Shoot the dive helmet to spawn white shots that distract the monster. Each time the monster is distracted, the speed of the roaming green shots will be reduced.

### 2) **Fred: I've Got A Plan!**

Help create a cunning plan by shooting flashing blue shots. Shots can be collected in any order. Each shot collected will become the next step in the plan. The player can keep adding shots to the plan until the timer runs out or can hit the action button to lock in the current plan.

Once the plan is locked, the player must repeat the shots in the same order they were collected during the previous phase. Shots will light up one at a time to guide the player. The value of each shot grows with each step completed, with a final jackpot awarded for completing the plan. If playing as Fred, pressing the action button will automatically award one step of the plan.

#### **Side Quests:**

- **Dog Dig:** Complete the mini orbit on the upper playfield without hitting the dive helmet. Scoring grows with each successful orbit. The side quest ends when the player hits the dive helmet.
- **Magic Hat:** Three jackpots are awarded during this side quest: clearing the lower drop bank, clearing the upper drop bank, and shooting the ball behind the drop target banks.



- **Magic Saw:** Shoot the passive sling on the upper playfield to perform the Magic Saw Trick.

### 3) Shaggy: Sandwich Staking!

Shaggy is making one of his famous jaw-dropping special sandwiches. Stack ingredients onto the sandwich by hitting the white targets. As the sandwich grows, it becomes increasingly unstable. Use the flipper buttons to keep the sandwich balanced. To eat the sandwich, hit the action button. This awards a jackpot based on how large the sandwich has been stacked. If the sandwich topples before being eaten, rapidly tapping the action button allows you to collect a portion of the points. If playing as Shaggy, the sandwich will be less unstable and easier to balance.

#### Side Quests:

- **Castle Pantry:** Shots to the upper orbit will collect special ingredients, including Pickled Vampire Wings, Werewolf Snacks, and Fried Moonbeams.

### 4) Velma: My Glasses!

Help Velma find her lost glasses by shooting flashing orange shots. Targets on the playfield will provide hints to where they are hidden. Pay attention to the sound effects, light shows, and display to learn if the glasses are hidden to the left or right of the current target. Be careful, though—hitting too many targets will release Dracula from his coffin slumber. The mode can still be completed after Dracula has been released, but a timer will begin counting down until Dracula catches you, and the mode will end in failure. Find the lost glasses to complete the mode. If playing as Velma, hints will be displayed using the flashing orange shots.

*Code Note: Do you ever feel like missing things are always found in the last place you look? That's exactly how this mode is coded. While the game will never provide false information with the hints, the glasses will always be in the last possible location you can search. Using the hints wisely, it's possible to narrow down your search to a single orange shot, but it's very tricky.*

### 5) Scooby: Malt Shop!

The gang is at the Malt Shop drinking some delicious pink lemonade. There are

four drinks of pink lemonade on the screen, mirrored by the inserts at the character orbits on the lower playfield. Over time, the drink will begin to “magically” empty. Drinks can be refilled in two ways: shoot the character orbit directly or highlight the drink using the flipper button and tap the action button to refill the highlighted drink. Shooting a full drink will activate the flippers on the upper playfield, allowing the player to collect the roaming red shot for a Dance Party Jackpot. Collect four jackpots to complete the mode. If playing as Velma, hints will be displayed using the flashing orange shots. There is no perk to playing as Scooby, but the video clips will be different.

#### **Side Quests:**

- **Liverwurst A La Mode:** Three jackpots are awarded during this side quest: clearing the lower drop bank, clearing the upper drop bank, and shooting the ball behind the drop target banks.
  - **Food Magic:** Hit the spinners and watch in amazement as Scooby makes the food disappear!
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## **MULTIBALLS:**

### **Mystery Machine Multiball**

**Qualification:** Shoot the spinners to light the Mystery Machine as the ball lock. The number of spins required to light the lock will increase with each subsequent lock. Lock three balls to start Mystery Machine Multiball.

#### **Multiball:**

All character orbits are lit for collection. After each shot, the character inserts will advance. Scoring at each character orbit is multiplied by the number of inserts lit at that shot. Shooting three shots to a character orbit will light that shot red for a jackpot. Collecting the jackpot will reset the character orbit back to the base value. Alternatively, while one or more jackpots are lit, the Mystery Machine will be lit to lock in the jackpots. When a shot has been locked, all future shots to that character orbit will award a jackpot. Locking in multiple characters at the same time will boost scoring.

Prior to locking jackpots, if all five character orbits are at the same level, the Mystery Machine will light for a super jackpot. The super jackpot is multiplied by the current level: super jackpot, double super jackpot, or triple super jackpot. Collecting a super jackpot will also level up each of the characters, so it's possible

to collect a super jackpot, double super jackpot, and triple super jackpot with three repeat shots to the Mystery Machine. The triple super jackpot also awards an Extra Ball.

### **Captain Cutler Multiball / Pirate Henchmen**

**Qualification:** Complete three hits to each of the shots surrounding the dive helmet on the upper playfield: left hand, right hand, mini orbit, and the dive helmet itself. As hits progress, the inserts will flash more quickly until they eventually unlight when that shot has been qualified. When each shot has been completed, the multiball insert will flash, noting that the next hit to the dive helmet will start Captain Cutler Multiball.

**Multiball:** Every odd-numbered qualification will start Captain Cutler Multiball. This is a 3-ball multiball where three jackpots will be lit randomly. Bashing the dive helmet will spawn additional jackpots. Collect these jackpots quickly, as you are racing the tide, which will wash them away. Collecting multiple jackpots before the tide comes in will increase jackpot values from single (green), double (yellow), triple (orange), and super (red). Once the tide comes in, a lightshow will sweep across the playfield, resetting the jackpots back to their base value.

**Pirate Henchmen:** Every even-numbered qualification will start Pirate Henchmen. This is a single-ball challenge where two red shots will begin roaming across the drop target bank. Collect the illuminated target on each bank without hitting unlit targets to defeat the henchmen.

### **Scooby Snack Multiball**

**Qualification:** Collect four Scooby Snacks to qualify the apron locks, plus one per previous ball lock up to a maximum of twelve. The left lock is accessed from the Left VUK behind the double bank of drop targets, and the right lock is accessed from the middle orbit on the upper playfield. Locking a ball in each apron will start Scooby Snack Multiball. During multiplayer games, keep in mind that apron locks are shared between players, so a ball locked by one player can be “stolen” by another player.

**Multiball:** This is a 2-ball multiball that can be stacked with everything else in the game, including all Modes, Multiballs, and even the Wizard Modes. Stacking the multiball is key to collecting huge numbers of Scooby Snacks. When stacked with another mode or multiball Scooby Snacks will not unlight when collected.

At the start of the multiball, the two apron locks will release the locked balls back to the flippers. During the multiball, all Scooby Snacks award a Jackpot. Shoot the ball back to the apron lock to score a Super Jackpot. The apron lock will also relight all Scooby Snacks.

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## **WIZARD MODES:**

### **Would've Gotten Away With It**

**Qualification:** To start this wizard mode, play each of the seven Case Modes. Modes do not need to be completed, only started.

**Wizard Mode (Phase 1):** During this wizard mode, the player will investigate Franken Castle, encountering multiple monsters at this location. The mode starts with single-ball play, but as each new monster is discovered, an additional ball will be added to the playfield. After a monster has been completed, the Mystery Machine will be lit to relock a ball. It is best to try to complete the current monster before a new one is discovered.

- **Werewolf:** The first monster the gang will encounter is the Werewolf. The wolf is represented by three randomized purple shots. Collect these three shots to light the Mystery Machine.
- **Frankenstein's Monster:** The second monster the gang will encounter is Frankenstein's Monster. The monster is represented by the dive helmet and mini-orbit on the upper playfield. Hitting these targets will lower the monster's health, but shooting the hand targets will restore health. Lower the monster's health to zero to light the Mystery Machine.
- **Dracula:** The third monster the gang will encounter is Dracula. Dracula is represented by the standup targets. Collect these targets to light the Mystery Machine.

**Wizard Mode (Phase 2):** This phase starts after draining out of the previous phase with at least one ball relocked, or when all three balls have been relocked. The number of balls in play is based on how many balls were relocked during the previous phase. This is a frenzy mode where all switches score the frenzy value. Additionally, a certain number of switch hits are needed to spawn a jackpot shot for each of the previous unmasked villains: Charlie the Robot, Captain Cutler, Miner 49er, Space Kook, The Creeper, Black Knight, and Witch & Zombie.

Complete each of these jackpots to light the Mystery Machine for a final unmasking, revealing the identity of the mysterious Gypsy, Werewolf, Frankenstein's Monster, and Dracula.

*Code Note: The episode depicted in this wizard mode, "A Gaggle of Galloping Ghosts," was the first to feature the iconic line, "Yes, and I'd have gotten away with it too, if it wasn't for these blasted kids and their dog!"*

### **The Gangs All Here**

**Qualification:** To start this wizard mode, play each of the five Character Modes. Modes do not need to be completed, only started.

**Wizard Mode:** A five-ball multiball with unlimited ball saves. This wizard mode features an iconic hallway chase scene with all members of the gang running from the Headless Specter. Jackpots are lit at the four dog tag targets, which represent the hallway doors in the chase. Each jackpot hit will trigger an animation of one of the characters running across the screen. The character orbits will add time to the multiball and build the base jackpot value. Making three shots to any single character will light a roaming shot across the dog tag targets. Collect the roaming shot to score a Headless Specter Super Jackpot! When the timer ends, the flippers will die. Single ball play will resume after the balls have been collected.

### **Scooby-Doo Where Are You!**

**Qualification:** To start this wizard mode, collect 100 Scooby Snacks and then shoot the ball behind the drop targets.

**Wizard Mode:** Scooby has been dognapped, and it's up to the rest of the gang to save him in this thrilling three-ball multiball. Players must follow the hidden tracker in Scooby's collar by first shooting the six targets to reveal a hidden super jackpot on one of the main shots. The super jackpot will only appear when the radar lightshow passes over its concealed location. Collecting these hidden super jackpots will add balls back to the multiball and bring the gang closer to tracking down Scooby.

While searching for Scooby, the white shots on the upper playfield orbits represent other dogs in need of rescue. Each rescued dog awards a shot multiplier, which players can strategically assign using the action button. Timing is key—placing these multipliers on the super jackpot locations will maximize your score.

Once enough Super Jackpots have been collected, the story progresses to an exciting climax: Shaggy has leapt onto a runaway train car to save Scooby! In this final phase, all main shots on the lower playfield are lit for Super Jackpots. Players must continue collecting these, but to end the mode, they'll need to hold the action button for an extended period to bring the train car to a stop, completing the rescue and concluding the wizard mode.

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## OTHER SCORING & EXTRA STUFF

**Bookcase Flipper** - The upper playfield is accessed with a shot to the center ramp. Use the left flipper button to control the bookcase flipper to divert balls onto the upper playfield.

**Secret Passage** - The secret passage is located in the left orbits. This is a subway that transports the ball from the left side of the playfield to the right side. When lit at the '?' insert, the magnet will grab the ball and drop it into the passage, but a slow or rattling shot can also fall into the passage. The secret passage is used for Mystery Awards (Blue), Mystery Monsters (Red), and Extra Balls (Orange). In addition to these awards, the passage will always award anything currently lit at the Mystery Machine.

**Mystery Awards** - Mystery Awards are lit at the secret passage by collecting Scooby Snacks. The first award is lit after collecting three Scooby Snacks, with each award requiring additional three snacks. Potential positive awards include: Small Points, Big Points, Scooby Snacks, Light Scooby Snacks, Rise Ball Save Target, Light Ball Save, Ruh-Roh Lane Save, Extra Tilt, Light Next Case. There is also a small chance of Reverse Flippers. This will last throughout the next Mode or Multiball, which could even be a Wizard Mode. This is not purely negative, though, as scoring is doubled while the flippers are reversed.

### Extra Balls

- 5 Villains Visited
- 2 Unmaskings
- 3rd & 6th Mystery Awards
- Mystery Machine Multiball: Triple Super Jackpot

**Ghost of Elias Kingston (Video Mode)** - The aftermarket Bookcase Topper has its own video mode. To qualify the mode, rapidly shoot the center ramp three times. To complete the center ramp, do not activate the bookcase flipper. Allow

the ball to trigger the upper playfield exit switch to advance. After completing the three shots, the passive sling on the upper playfield will be lit to light the secret passage to start the Video Mode.

Start the Video Mode with a shot to the Secret Passage. Upon starting the mode, the bookcase will open to reveal Scooby-Doo being chased by the Ghost of Elias Kingston. Use the action button to toss as many snacks to Scooby as possible while avoiding hitting Elias.

**Ruh-Roh Ball Save** - There are two outlanes on the left side of the game. These outlanes are identified with the inserts “Ruh” and “Roh.” Anytime a ball rolls through an unlit outlane, it will light that insert. Lit inserts can be moved with each press of the flipper button. If both lanes are lit, the ball will be saved.

**Skull Ball Save** - Balls draining out the right outlane will advance the Skull Ball Save. Every third ball drained will be saved. In a multiplayer game, this is cumulative across all players.

**Dog Tag Targets** - Collect the four Dog Tag Targets to raise the drop target between the main flippers.

**Green Ghouls** - Advance the clock located on the main display to midnight by hitting the slings. When the clock strikes midnight, the inlanes will begin pulsing teal. Roll over these inlanes to spawn a roaming shot at the opposite inlane. Collect the roaming shot before it reaches the other side to prevent the Green Ghoul from resetting a portion of your character progress. Collecting the roaming shot will also temporarily double the number of Scooby Snacks collected. Release both Green Ghouls and collect them in one shot to score a jackpot.

**Combo System: Let's Split Up Gang** - Combining character orbits will reward “Let's Split Up, Gang” combos. For example, Daphne/Fred is a two-shot combo, while Velma/Shaggy/Scooby is a three-shot combo. The gang can be split into 26 unique combinations.

**End of Ball Bonus** - The end-of-ball bonus is a fraction of the points earned from everything in the previous ball, multiplied by the number of Scooby Snacks. Focusing on Scooby Snacks early is key to high scoring, as they will add to the multiplier for each future bonus.

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Please note that Scooby Doo has a number of game settings that can adjust the rules of the game. What is posted above are the default settings at MEDIUM difficulty based on the current code. If you think you have found an error in this manual please send an email to [lpeters82@spookypinball.com](mailto:lpeters82@spookypinball.com).

## **GAME DIFFICULTY CHANGES: EASY / MEDIUM / ZOINKS**

*Skillshot: At EASY all skillshots are available. At ZOINKS MODE the player must select a specific target or orbit.*

*Case Qualification: The number of shots required to start a case increases with difficulty.*

*Bravery; The bravery timer starts at 95 seconds on MEDIUM, it is increased for EASY and decreased for ZOINKS.*

*Charlie The Robot: The number of phases required to complete the case increases with the difficulty. Additionally, it becomes more difficult to unlight attractions at higher difficulty.*

*Black Knight: There are more shots lit to collect red paint at lower difficulties. Additionally, the number of shots you can paint before needing to collect more paint is increased with the difficulty.*

*Space Kook: Doors do not toggle back open for the Side Quest on EASY.*

*The Creeper: You will have less time to pass the paper at higher difficulty levels. Additionally, the number of shots to pass the paper to Scooby-Doo will be decreased.*

*Witch & Zombie: While playing on EASY the shots will not unlight as they are collected, so you always have multiple shots on either side of the playfield. While playing on ZOINKS only one shot will ever be lit on either side of the playfield. Additionally, the speed of the trap shot roaming will increase with difficulty.*

*Captain Cutler Multiball: There is less time between the jackpots resetting at higher difficulty.*

*Would've Gotten Away With It: The time between monsters will decrease at higher difficulty. Additionally, at ZOINKS the mode will end if you ever drain down to one ball in play.*



*Drop Target Save (Trap Door): Multiple saves can be stacked at EASY or MEDIUM. At ZOINK only one save can be qualified at any time. There is an exception when playing as Fred. Fred can always stack one additional Drop Target Save.*

