

OLD PRISON

Cannibal Warden Ghost

The Old Prison is represented by the left orbit lane, and also the basement it leads too.

The first 3 times player shoots the Left Orbit it advances the mode and lights 1 2 3.

Upon the 3rd shot, "Prison Lock" pulses.

Now, when balls go up the orbit and around to the Basement, a SOFT LOCK is performed as they go through the Subway.

The player SOFT LOCKS 3 balls, representing their teammates getting trapped in the basement. Upon 3rd ball trapped, Prison Warden Ghost Battle begins.

A total of 6 shots up the left orbit are required to start the mode.

This mode features all members of Ghost Squad and is one of the harder battles.

- Color Legend -

YELLOW: The player does something, causing things to happen.

BLUE: The pinball machine does something.

GREEN: Something happens with the light inserts or RGB.

ORANGE: Something happens on the screen (video or sound)

MAGENTA: Game logic.

Mode Progression

Elevator ???

ACTION: Player shoots ball up Left Orbit, 1st time.

"Visit Prison" goes SOLID, "Collect Data" blinks.

p1A.wav

TEAM LEADER

We should investigate this
haunted prison.

p1B.wav

TEAM LEADER

This historical prison has become
overrun with dangerous spirits.

p1C.wav

TEAM LEADER

This old prison is brimming with
ghosts. Let's investigate.

p1D.wav

TEAM LEADER

This historical prison has been
closed to the public because of
the danger of ghosts.

ACTION: Player shoots ball up Left Orbit, 2nd time..

"Collect Data" goes SOLID, "Locate Ghost" blinks.

p2A.wav

MISTY

The warden of this prison was
rumored to be a cannibal, who

would feast off dead inmates.

p2B.wav

MISTY

I sense an evil Prison Warden, who
was a cannibal, feeding off dead
inmates.

p2C.wav

MISTY

My spirit guide is telling me
about a Prison Warden... with
cannibalistic tendencies...

p2D.wav

MISTY

I sense an evil Prison Warden, who
would cannibalize the bodies of
dead inmates...

ACTION: Player shoots ball up Left Orbit, 3rd time..

"Locate Ghost" goes SOLID

"Prison Lock" blinks. Player can now lock the 3 balls necessary
to start Prison Ghost Battle Mode.

Elevator goes to Second Floor to allow ball entry into Basement.

p3A.wav

HEATHER

The prison warden would like, eat
all of the bodies in the
basement... *Gross!*

p3B.wav

HEATHER

I like, found an article saying
the prison warden would eat people
in the *basement*.

p3C.wav

HEATHER

According to blueprints there was
a *kitchen* in the basement? *Ewwww!*

NOTE: Player can advance other modes while obtaining the 3 "soft locks" for Prison Battle Mode.

ACTION: Player shoots ball up Left Orbit for "Prison Lock"

"Prison Lock" goes SOLID.

Ball hits RIGHT STOP POST, goes into Open Basement.

Once ball hits the inner basement switch...

Display tells us BALL ONE LOCKED.

p4A.wav

HEATHER

I've like, reached the prison
basement... *Oh no what's that???*
AAAAH! [STATIC]

TEAM LEADER

That's what I get for buying these
radios from Skymall. Misty, get
down there and help!

MISTY
I sensed you would ask me that.

"Prison Lock" blinks again, the lights below it CHASE to indicate it's the shot to make.

Ball is kicked out of the Basement scoop.

Display tells us BALL TWO LOCKED.

p4B.wav

MISTY
I'm entering the prison basement now... I sense my radio's about to go dead... [STATIC]

TEAM LEADER
I just lost communication.
Kaminski, get down there, you're my only hope!

KAMINSKI
Great.

Display tells us BALL THREE LOCKED.
ENQUEUE display for GHOST REVEAL

p4D.vid
p4E.vid
p4F.vid

"Prison" mode light goes SOLID - mode started!

GHOST TARGETS are raised, if they aren't already.

The GHOST TOY comes alive...

p4D.wav

KAMINSKI

Oh great. I'm trapped now too. And
of course there's a ghost...

WARDEN GHOST

Well looky here at these fine
morsels! Once I consume your
friends I shall regain my
corporeal form and take over the
world!

TEAM LEADER

I've got to whack this ghost to
save my friends. [pause] And
Kaminski.

p4E.wav

KAMINSKI

Yeah, I'm trapped in the basement.
And there's a ghost here.

WARDEN GHOST

It's been ninety years since I've
had a proper meal! Once I consume
your friends, I shall regain my
Earthly form and proceed to take
over the world.

TEAM LEADER

I've got to whack this ghost to
save my teammates.

p4F.wav

KAMINSKI

OK, we found the ghost, but...
he's got us all trapped.

WARDEN GHOST

Now that's what I call a *three course meal*! Consuming your friends will allow me to reincarnate myself, and then I shall conquer the world!

TEAM LEADER

I have to whack this ghost to save my team!

Ball is kicked out of the Basement scoop.

Ghost Battle begins.

GHOST BATTLE

The goal in this Ghost Battle is to free your friends, get a 4 Ball Multiball going, and bash to ghost into the next life.

The 3 lights on the Ghost Targets pulsate.

Player must HIT AND CLEAR each of the 3 targets to free a friend. This is similar to how GHOST MINIONS are revealed during the normal mode.

Friends are "freed" via autoloading / autoplunged soft lock ball.

DRAIN WITH NO EXTRA BALLS:

Mode ends, BALL LOST, PRISON LOCK is lit allowing you to restart the mode with a single shot up the left to the basement.

WITH MULTIBALLS:

DRAIN 1: Heather voice clip.

DRAIN 2: Misty voice clip.

DRAIN 3: Kaminski voice clip / Mode ENDS.

To "win" the mode you need to get all 3 balls released, that is, release a total of 3 balls even though they don't all need to be active.

Once 4 balls are active, **GHOST TARGETS DOWN** so Ghost loop can score JACKPOTS.

Jackpot value is multiplied by how many balls are on board. So the longer you keep your balls, the more you can score!

Random Ghost Taunts, while waiting for Team Member 1 to be freed: (A-L total 12 lines)

p5A.wav

MISTY

As a vegan, I protest the
consumption of meat, especially
when it's me.

p5B.wav

MISTY

I sense I'd taste terrible. Eat
the other 2 first.

p5C.wav

MISTY

Meat is murder, so eating us is
double murder.

p5D.wav

MISTY

Have you tried a meat-free lifestyle? I've got some pamphlets you should read...

p5E.wav

HEATHER

You don't need to eat us, Mister Ghost. You're like, totally fat already.

p5F.wav

HEATHER

You don't want to eat me, Mister Ghost, I've got like, negative zero percent body fat.

p5G.wav

HEATHER

Do you even like, *know* what a salad is?

p5H.wav

HEATHER

This ghost hunting would like totally suck even if we were getting *paid*!

p5I.wav

KAMINSKI

Why do I keep going on these ghost hunts?

p5J.wav

KAMINSKI

If I get eaten, cut to commercial.

p5K.wav

KAMINSKI

Never thought it would end like

this.

p5L.wav

KAMINSKI

If we make it through this, you
need to actually start paying us.

ACTION: Player clears FIRST SET of targets:

Ball is loaded, then auto-plunged, along with:

VIDEO: Heather gets free, Ghost gets mad

P5U.WAV Random Ghost targets HIT sounds
P5V.WAV
P5W.WAV

p5X

HEATHER

Research!

WARDEN GHOST

What? You cleared my targets and
saved one of your friends?

p5Y

HEATHER

Research!

WARDEN GHOST

How'd you escape? Oh that's right
- you cleared the lit targets.

p5Z

HEATHER

Research!

WARDEN GHOST

This is unfortunate. It appears my meals can be rescued by clearing the lit targets.

Random Ghost Taunts, while waiting for Team Member 2 to be freed: (A-L, total 12 lines)

p6A.wav

WARDEN GHOST

Hm, less people I can eat. Guess I'll just fill up on bread in the meantime...

p6B.wav

WARDEN GHOST

How do you feel about *vivisection*?

KAMINSKI

I'd have to ask my doctor if it's right for me...

p6C.wav

WARDEN GHOST

Great. There goes my chance for leftovers.

p6D.wav

WARDEN GHOST

I guess it's about time I learn portion control.

p6E.wav

WARDEN GHOST

It says here I can substitute eggs
whites for having one less human
to cook.

p6F.wav

MISTY

Don't eat me ghost, I'll taste
like hummus!

p6G.wav

KAMINSKI

Huh. I wonder if I'll taste like
Hot Pockets...

p6H.wav

MISTY

If I survive, I'm joining the
fight to end ghost hunger.

p6I.wav

KAMINSKI

If I survive this, I quit.

p6J.wav

WARDEN GHOST

Do either of you have any dietary
restrictions I should know about?

p6K.wav

KAMINSKI

And I always thought I'd die
alone, at my computer. Huh.

p6L.wav

MISTY

If I die, give all of my stuff
back to Goodwill.

ACTION: Player clears GHOST TARGETS for the 2nd time.

Ball is loaded, then auto-plunged, along with:

VIDEO: Misty gets free, Ghost gets mad

p6X.wav

MISTY

Psychic!

WARDEN GHOST

If you clear my lit targets one
more time, I'll starve to death...
again!

p6Y.wav

MISTY

Psychic!

WARDEN GHOST

What? You'd better not clear my
targets a third time - I'm hungry!

p6Z.wav

MISTY

Psychic!

WARDEN GHOST

If you clear my targets one more
time, I'm done for!
[under breath]
Maybe I shouldn't have told you
that...

**Random Ghost Taunts, while waiting for Team Member 3 to be
freed: (A-L, total 12 lines)**

p7A.wav

WARDEN GHOST

Now there's just one of you left,
so you'll fit easily inside my new
infrawave cooking oven, as seen on
TV!

p7B.wav

WARDEN GHOST

Just eating one of you's not so
bad... After all, swimsuit season
is comin' up!

p7C.wav

WARDEN GHOST

I've still got more ghostly powers
than the 3 of you combined!

p7D.wav

WARDEN GHOST

I bet ya'll are wondering, how can
a ghost actually eat people? I
have no idea.

p7E.wav

WARDEN GHOST

Perhaps I can supplement this meal
with dead possum roadkill...

p7F.wav

WARDEN GHOST

One human is pretty slim
pickin's... But it's better than
none!

p7G.wav

KAMINSKI

Why do I always get stuck with
these crazy ghosts?

p7H.wav

KAMINSKI

Can't we fight some normal ghosts
for a change?

p7I.wav

KAMINSKI

Why don't we ever investigate sexy
female ghosts?

p7J.wav

KAMINSKI

I'm never taking jobs from
Craigslist again.

p7K.wav

KAMINSKI

I'll be honest with you - I only
started ghost hunting to meet
women. Look how that's worked out.

p7L.wav

WARDEN GHOST

You'll never take this one alive!

ACTION: Player hits GHOST TARGETS for the 3rd time.

GHOST TARGETS lower, exposing the GHOST!

VIDEO: Kaminski gets free, Ghost gets WORRIED

Ball is loaded, then auto-plunged, along with:

p7X.wav

KAMINSKI

Tech!

TEAM LEADER

By our powers combined, we.. are
America's Most Haunted!

p7Y.wav

KAMINSKI

Tech!

TEAM LEADER

By our powers combined, we.. are
America's Most Haunted!

p7Z.wav

KAMINSKI

Tech!

TEAM LEADER

By our powers combined, we.. are
America's Most Haunted!

Prison Warden Ghost light goes SOLID - mode completed!

JACKPOT QUOTES:

p8A.wav

TEAM LEADER

JACKPOT!

WARDEN GHOST

This *bites!*

p8B.wav

TEAM LEADER

J-J-J-J-JACKPOT!

WARDEN GHOST

Looks like I bit off more than I

could chew!

p8C.wav

TEAM LEADER

JACKPOT!

WARDEN GHOST

My eyes were bigger than my
stomach. Or brain.

p8D.eav

TEAM LEADER

JACKPOT!

WARDEN GHOST

I've had my fill of you!

p8E.wav

TEAM LEADER

JACKPOT!

WARDEN GHOST

I'm gonna throw up!

p8F.wav

TEAM LEADER

JACKPOT!

WARDEN GHOST

I'll never play with my food
again!

p8G.wav

TEAM LEADER

JACKPOT!

WARDEN GHOST

Stop tenderizing me!

p8H.wav

TEAM LEADER

JACKPOT!

WARDEN GHOST

You're worse than MSG!

Random Ghost Taunts, in between hits:

p8S.wav

WARDEN GHOST

You're not sending me to the cooler!

p8T.wav

WARDEN GHOST

I didn't want to eat your teammates anyway. Come back with some fatter ones.

p8U.wav

WARDEN GHOST

Come back for *seconds*!

p8V.wav

WARDEN GHOST

I wouldn't feed this to my *dog*!

p8W.wav

WARDEN GHOST

You've left a bad taste in my mouth!

p8X.wav

WARDEN GHOST

You're not gonna send *me* to bed

without supper!

p8Y.wav

WARDEN GHOST

I eat ghost hunters like you for
breakfast. *Literally.*

p8Z.wav

WARDEN GHOST

Who said there wasn't a free lunch
in this world?

Quotes for when Multiballs are lost (during ghost battle):

First ball lost:

P9A.wav

HEATHER

Count me *outta* this one!

P9B.wav

HEATHER

You guys are on your own, *see ya!*

P9C.wav

HEATHER

I am like, *so outta* here!

Second ball lost:

P9D.wav

MISTY

I sense I'm sitting this one
out...

P9E.wav

MISTY
I can't handle this Chi...

P9F.wav

MISTY
I need to rest my psychic hand...

MODE ENDS when player loses all 3rd ball.

VIDEO: 6XX.vid

A JAIL DOOR slams shut on the Warden. Ghostly eyes appear around him, then they jump him and he sinks to the floor.

"Ghost Defeated!"

Third ball lost / mode Over / Won:

P9X.wav

WARDEN GHOST
I guess my plan was half-baked -
ARGH!!!!

TEAM LEADER
Good job team! Let's start our
next investigation!

P9Y.wav

WARDEN GHOST
Looks like my goose is cooked -
ARGH!!!!

TEAM LEADER
Good job team! Let's start our
next investigation!

P9Z.wav

WARDEN GHOST

Stick a fork in me, I'm done -
ARGH!!!!

TEAM LEADER

Good job team! Let's start our
next investigation!

Ghost Targets raise back up.

"Prison Ghost" goes solid - mode completed!

Ghost Targets turn off.

Team Member Lines During Multiball Battle

pAx.wav - Team leader lines

pBx.wav - Kaminski lines

pCx.wav - Misty Moon lines

pDx.wav - Heather lines

All 4 Balls active - randomly pick from A-D

3 balls active - randomly pick from A-C

2 balls active - randomly pick from A-B

TEAM LEADER LINES

pA0.wav

TEAM LEADER

You think it's funny picking on
women, and Kaminski? Come on! Pick

on me!

pA1.wav

TEAM LEADER

You think this is funny? Pick on
someone your own opacity!

pA2.wav

TEAM LEADER

I think you're a coward. Too
cowardly to face us.

pA3.wav

TEAM LEADER

Your inmates were criminals, but
what you did to them was criminal.
So you are also a criminal.

pA4.wav

TEAM LEADER

Your days of causing security
guards to be overpaid are over!

pA5.wav

TEAM LEADER

You've had 87.3 years to haunt
this place. Time to leave!

pA6.wav

TEAM LEADER

Leave now! The power of our
creative editing compels you!

pA7.wav

TEAM LEADER

You no longer scare us. Leave this
place forever!

pA8.wav

TEAM LEADER

Leave this place now, so it will
appear our team actually did
something.

pA9.wav

TEAM LEADER

Go now, leave this place, and face
your judgement!

KAMINSKI LINES

pB0.wav

KAMINSKI

Um, can you like, leave this place
so I can go play videogames?

pB1.wav

KAMINSKI

Leave now. The power of our
flashing lights compel you!

pB2.wav

KAMINSKI

This flashing gizmo can totally
make you leave this place. So
leave now and I won't be forced to
use it.

pB3.wav

KAMINSKI

I've like, killed tons of ghosts.
You wouldn't be the first. Better
scram now!

pB4.wav

KAMINSKI

The gig is up, pal, I've got it
all on tape. [under breath] Which
we'll have to erase for the next
episode.

pB5.wav

KAMINSKI

Leave now, the power of our
amazing technology normally used
by electricians compels you!

pB6.wav

KAMINSKI

I've got you on thermal sucker,
don't make me come over there.

pB7.wav

KAMINSKI

Leave this place now, or at least
before 6 am. That's when we gotta
return this equipment...

pB8.wav

KAMINSKI

Bow before our technical prowess,
and despair!

pB9.wav

KAMINSKI

Time to die!

MISTY MOON LINES

pC0.wav

MISTY

You have no power over us. Except
when you trapped us all in the
basement.

pC1.wav

MISTY

I sense you are going *down*...

pC2.wav

MISTY

I can feel your anger. It gives
you strength...

pC3.wav

MISTY

We are not your prisoners. You
have no power over us.

pC4.wav

MISTY

I once turned an old milk jug into
a flowerpot. You are no match for
me.

pC5.wav

MISTY

I can sense your anger... I can
feel your hate... *It's gross...*

pC6.wav

MISTY

I sense you must leave this
place...

pC7.wav

MISTY

I can sense your every move...
also, stock prices.

pC8.wav

MISTY

I sense you are becoming weaker...

pC9.wav

MISTY

I sense that I provide no real
value to my team...

HEATHER LINES

pD0.wav

HEATHER

Like, oh my God! We are totally
going to kick your *butt!*

pD1.wav

HEATHER

Like my boyfriend said last night,
let's get this over with!

pD2.wav

HEATHER

Oh my god, Misty, where did you
get those shoes? Because, *they're*
awful!

pD3.wav

HEATHER

This ghost, is like, *so gross.*
Let's get rid of this loser!

pD4.wav

HEATHER

I need to go shopping, so Mister

Ghost, if you could just die
again, that would be *FABULOUS!*

pD5.wav

HEATHER

My boyfriend says I'm totally
awesome at fighting ghosts.
Kaminski, did I mention I have a
boyfriend?

pD6.wav

HEATHER

I like, look *so good* fighting
ghosts in these shoes, I can't
stand it!

pD7.wav

HEATHER

Oh my god people, we are totally
kicking this ghost's butt!

pD8.wav

HEATHER

I make Ghost Hunting look *good!*

pD9.wav

HEATHER

Scary ghosts? *Whatever.*

GHOST PRISON BREAK!

"Innocent" convict ghosts are trapped behind the door!
During the battle, hit the door once to open it.
Shoot the VUK to free ghost.
Door closes, wash rinse repeat.

ACTION: Ghost randomly asks for help

VIDEO: Ghost behind bars.

PXA.wav

GHOST CONVICT

Hey buddy, help a fella out, huh?

PXB.wav

GHOST CONVICT

I've done my time, gimme outta
here!

PXC.wav

GHOST CONVICT

I've actually served 3 consecutive
life sentences. Time for parole!

PXD.wav

GHOST CONVICT

I was only trying to feed my kids!

ACTION: Player shoots the SPOOKY DOOR.

Spooky Door opens.

VIDEO: Ghost behind bars, Door opens.

PVA.wav- PVD.wav - These same clips, no whack or door open sound
(used for random SHOOT VUK prompts)

PYA.wav

GHOST CONVICT

You're alright buddy! Now help me
escape!

PYB.wav

GHOST CONVICT

You're a master of unlocking, now
help me escape!

PYC.wav

GHOST CONVICT

That door was no match for you -
now help me escape!

PYD.wav

GHOST CONVICT

All I did was kill a chicken!

**ACTION: Player shoots THROUGH Spooky Door. Ball goes into VUK,
kicked.**

Spooky Door slams shut.

VIDEO: Ghost prancing through a field!

PZA.wav

GHOST CONVICT
Woo-hoo! Time to go rob Heaven!

PZB.wav

GHOST CONVICT
Haha, sucker - I was *guilty*!

PZC.wav

GHOST CONVICT
The revolving door system
continues!

PZD.wav

GHOST CONVICT
Sure beats diggin' a tunnel!