

# ABANDONED HOSPITAL

## MODE 1

### Doctor Ghost

The Abandoned Hospital is represented by the Spooky Door and the VUK. The Spooky Door also represents the Morgue Door, where the player ball gets trapped.

The Spooky Door has 2 positions:

1. **Open (servo 5)** Balls can pass through Spooky Door and into the VUK behind it.
2. **Closed (servo 95)** Balls can not pass through Spooky Door, but we can see that they tried with the Spooky Door Opto Sensor.

#### Mode Goals:

Discover the ghost of the Insane Doctor who performed experiments on patients, free your friend trapped in the Morgue, and send the Insane Doctor on to Hell!

This mode stars Kaminski, the disgruntled tech guy.

#### - 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.

**H00.wav** - Spooky Door bash sound (when closed)

**H01.wav** - Spooky Door Bash Sound + Open

H02.WAV - Random Doctor Bash sounds

H03.WAV

HO4.WAV

HO5.WAV

## Mode Progression

On GAME START, the Spooky Door is closed.

ACTION: Player shoots ball at Spooky Door, 1st time.

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

VIDEO: H1A.VID

H1A.wav

KAMINSKI

Let's check out this haunted  
hospital.

H1B.wav

KAMINSKI

I bet there's ghosts in this old  
hospital.

H1C.wav

KAMINSKI

This abandoned hospital must be  
haunted!

H1D.wav

KAMINSKI

Let's investigate this old,  
haunted hospital.

**ACTION:** Player shoots ball through Spooky Door, 2nd time.

"Collect Data" goes SOLID, "Open Door" blinks.

Spooky Door creaks open.

Add DOOR CREAKING NOISE to all clips.

**VIDEO:** H2A.VID

**KAMINSKI NEW**

**H2A.wav**

KAMINSKI

This hospital is haunted by the  
ghost of an insane doctor.

**H2B.wav**

KAMINSKI

There's an evil Ghost Doctor here  
who tortured his patients.

**H2C.wav**

KAMINSKI

This hospital's haunted by the  
ghost of an insane doctor.

**H2D.wav**

KAMINSKI

According to graffiti, we're  
looking for an evil ghost doctor.

## KAMINSKI NEW

**ACTION:** Player shoots ball through Spooky Door, 3rd time..

"Open Door" goes SOLID, "Ghost Mortem" blinks.

**VIDEO:** H3A.VID

**H3A.wav**

KAMINSKI

The evil doctor did all his  
experiments down in the morgue!

**H3B.wav**

KAMINSKI

The infrared is picking up a lot  
of motion down in the hospital  
morgue...

**H3C.wav**

KAMINSKI

There's a message here, written in  
blood of course, leading us to the  
hospital morgue.

**H4C.wav**

KAMINSKI

The morgue seems like a good place  
for evil experiments, let's check  
it out!

**ACTION:** Player shoots ball through the Spooky Door for the 4th

time.

"Ghost Mortem" goes SOLID.

Hospital Mode Light Goes Solid. Mode successfully started.

Spooky Door slams shut! Ball is locked in the VUK.

Ghost toy comes to life!

VIDEO: H4A.VID

H4A.wav

KAMINSKI

I found the ghost. It's an insane  
doctor all right.

DOCTOR GHOST

This calls for surgery but, sadly,  
we ran out of leeches during The  
Great War...

TEAM LEADER

I'm going to break through the  
door and save you!

VIDEO: H4B.VID

H4B.wav

KAMINSKI

Oh great. I've always wanted to  
trapped in a dark, smelly  
morgue...

DOCTOR GHOST

Ah, another willing victim, I  
mean, patient!

KAMINSKI  
(continued)  
...with a ghost!

TEAM LEADER  
Stay calm, I'm gonna break down  
the door!

**VIDEO: H4C.VID**

**H4C.wav**

KAMINSKI  
I'm trapped in the morgue.  
Wonderful.

DOCTOR GHOST  
Hi I'm your new doctor. Why don't  
you come in, take your pants off,  
and make yourself comfortable.

KAMINSKI  
That... won't make me  
comfortable...

TEAM LEADER  
I'm gonna break down the door and  
get you outta there!

**A second ball loads and is auto-plunged.**

Ghost turns and lingers towards the door.  
The goal is to hit the ghost so it turns away from the door,  
allowing you to bash it open. It takes 3 cycles to open the door  
and free your friend.

Hitting the door before distracting the ghost cues a ghost taunt

/ clue.

**FAIL ACTION: If ball drains BEFORE player opens the door.**

The LOCKED BALL in the Spooky Door VUK is kicked out so it can drain as well (while the flippers are dead, during end of ball bonus) and the next ball / player doesn't start until the system counts the second ball going into the trough.

Upon next ball / player's next turn the "Ghost Mortem" light is flashing again, Spooky Door is opened, allowing the player to once again trap the ball in the morgue and continue the mode.

**ACTION: Hitting door before hitting ghost target  
(any time during battle)**

**Add a DOOR SMASH FAIL sound behind voice**

**VIDEO: H5A.VID**

**h5A.wav**

DOCTOR GHOST

No mortal can open this door with  
me around! *Do you concur?*

**h5B.wav**

DOCTOR GHOST

No admittance to this ward during  
my shift!

**h5C.wav**

DOCTOR GHOST

If at first you don't succeed,  
just give up. Like I did with  
medical school.

**h5D.wav**

DOCTOR GHOST

Why isn't a nurse guarding this  
door for me? What if I get  
distracted?

**h5E.wav**

DOCTOR GHOST

Do not try to open this door if  
you are nursing, pregnant or may  
become pregnant.

**h5F.wav**

DOCTOR GHOST

Side effects of trying to open  
this door include failure, pissing  
me off and wasting your time.

**h5G.wav**

DOCTOR GHOST

Sorry, I' m not accepting new  
patients at this time.

**h5H.wav**

DOCTOR GHOST

Your current waiting time is...  
*eternity.*

KAMINSKI

You gotta distract him first, hit  
the ghost!

**H5Z.wav** - Door Whack Fail sound, no voice

**ACTION: Hitting lit Ghost Target, 1st time.**

DOCTOR GHOST  
[screams and **TURNS AWAY FROM DOOR**]

**VIDEO: H6A.VID**

Ghost scream +

**h6A.wav**

KAMINSKI  
He's distracted, now's a good time  
to hit the door...

**h6B.wav**

KAMINSKI  
Now's your chance - bash the door  
so I can go home.

**h6C.wav**

KAMINSKI  
That seemed to distract him - now  
smash this door open.

**ACTION: Ghost 25% back towards door, 1st time.**

**Ghost turns back towards the door.**

**Video: Ghost dictating into an ancient reel to reel tape.**

**VIDEO: HDZ.VID**

**h6G.wav**

DOCTOR GHOST  
April 5th, 1903. Patient is  
unruly, recommend enema, repeat  
until condition improves.

**h6H.wav**

DOCTOR GHOST  
November 12th 1920. Patient came  
in with earache, consult for total  
colonoscopy and upper endoscopy in  
the AM.

**h6I.wav**

DOCTOR GHOST  
July 3rd 1919. Patient still  
trapped behind door. Recommend  
four point restraints and a dose  
of water pill. I call it the  
*bladder stretcher*

**ACTION: Ghost 50% back towards door, 1st time.**

**h6D.wav**

KAMINSKI  
Um, can you get me outta here? I  
have a date tomorrow. [beat] Ah,  
who am I kidding?

**h6E.wav**

KAMINSKI

Get me outta here by tomorrow  
night at least, we've got a guild  
raid scheduled.

**h6F.wav**

KAMINSKI

It's really awesome in here and  
all, but I'd kinda like to leave.

**ACTION Player Bashes Door While Ghost Distracted, 1st time:**

**Door opens slightly, but closes again, sending ball back.**

**Ghost turns back towards the door.**

**VIDEO: H6J.VID**

**h6J.wav**

DOCTOR GHOST

What trickery is this? Next  
they'll be using aspirin to treat  
heart attacks!

KAMINSKI

There you go. Hit 'em again!

**h6K.wav**

DOCTOR GHOST

Fool me once, shame on me, fool me  
twice, blame the nurse!

KAMINSKI

The door's starting to break, so  
um, distract him again.

**h6L.wav**

DOCTOR GHOST

Nice try! But I'm still going to  
sell their organs on the black  
market for a great price.

KAMINSKI

Yeah, my flashlight is dying, plus  
rats, so yeah, bash him again.

**ACTION: Hitting lit Ghost Target, 2nd time.**

DOCTOR GHOST

[screams and **TURNS AWAY FROM DOOR**]

Ghost scream +

**h7A.wav**

KAMINSKI

He's distracted again, so uh, bash  
the door.

**h7B.wav**

KAMINSKI

He's not looking, a great chance  
for you to, you know, bash the  
door?

**h7C.wav**

KAMINSKI

This door won't last much longer,  
I'd suggest bashing it again.

(HURRY-UP TIMES REDUCED ON EACH CYCLE)

ACTION: Ghost 25% back, 2nd time.

Video: Ghost dictating into an ancient reel to reel tape.

h7G.wav

DOCTOR GHOST  
October 30th, 1918. Patient  
friends have abandoned him,  
recommend forging their names on  
the surgery consent form.

h7H.wav

DOCTOR GHOST  
May 10th, 1911. Patient has  
developed a hangnail, consult for  
amputation in the AM.

h7I.wav

DOCTOR GHOST  
December 5th, 1921. Patient in  
critical condition, recommend  
euthanasia so I can make my golf  
game.

ACTION: Ghost %50 back, 2nd time.

h7D.wav

KAMINSKI  
He's gonna come back, so uh, hit

the door while you can?

**h7E.wav**

KAMINSKI

Anytime you wanna bash the door is  
uh, fine by me. Oh look, a  
skeleton...

**h7F.wav**

KAMINSKI

If it's uh not too much trouble,  
bash the door while he's not  
looking.

**ACTION Player Bashes Door While Ghost Distracted, 2nd time:**

**Door opens slightly, but closes again, sending ball back.**

**Ghost turns back towards the door.**

**h7J.wav**

DOCTOR GHOST

Not again! *I can't lose another  
patient!*

KAMINSKI

One more whack should do it. I  
guess I could have tried to pry it  
open myself, but... why bother  
now?

**h7K.wavz**

DOCTOR GHOST  
Go ahead. Break the door. I'll  
just bill you for it.

KAMINSKI  
One more hit should do it!

DOCTOR GHOST  
I'm gonna say it costs ninety  
thousand dollars...

**h7L.wav**

DOCTOR GHOST  
As long as you don't do that a  
*third* time, I should be OK...

KAMINSKI  
Hey I know - hit a third time!

**ACTION: Hitting lit Ghost Target, 3rd time.**

DOCTOR GHOST  
[screams and **TURNS AWAY FROM DOOR**]

Ghost scream +

**h8A.wav**

KAMINSKI  
Hit the door so I can get outta  
here and, uh, help you kick his  
butt.

**h8B.wav**

KAMINSKI  
Smash the door open and we'll send

this ghost back to hell.

**h8C.wav**

KAMINSKI

One more shot at the door and I am  
*outta here!*

**(HURRY-UP TIMES REDUCED ON EACH CYCLE)**

**ACTION: Ghost 25% back, 3rd time.**

Ghost turns back towards the door.

**h8G.wav**

DOCTOR GHOST

September 1st, 1908. Patient  
friends keep distracting me from  
this door but forget to bash it.  
Recommend outpatient brain  
transplant.

**h8H.wav**

DOCTOR GHOST

June 20th, 1915. Patient still in  
our possession, recommend  
commencing *transmogrification!*

**h8I.wav**

DOCTOR GHOST

January 6th, 1899. Patient  
terminal, recommend ignition of  
corpse incinerator and staff  
weenie roast.

**ACTION: Ghost 50% back, 3rd time.**

**h8D.wav**

KAMINSKI

Could you uh, whack the door so we  
can finish this?

**h8E.wav**

KAMINSKI

I *really* don't want to spend the  
night in here... These slabs look  
uncomfortable.

**h8F.wav**

KAMINSKI

*Smash the door already!*

**ACTION Player Bashes Door While Ghost Distracted, 3rd time:**

**Hospital Doctor Ghost light goes SOLID - mode completed!**

**Spooky Door swings open, captured ball is VUK'd into return  
lane.**

**VIDEO: H8J.VID (Escape video, the Pina Colada song)**

**2 ball multiball.**

**h8J.wav**

KAMINSKI

I'm free! Let's make this ghost  
wish he never died.

DOCTOR GHOST  
This can't be happening, I'm the  
greatest doctor *who ever lived!*

**h8K.wav**

KAMINSKI  
Finally. Lets kick this ghost in  
the junk!

DOCTOR GHOST  
That's... not medically accurate.

**h8L.wav**

KAMINSKI  
I'm free! Time to get a second  
opinion.

DOCTOR GHOST  
I regret nothing!

**EXPAND UPON THIS:**

**Player can use multiball to bash ghost as much as possible and  
score Jackpots.**

**GHOST TARGETS lower, allowing shots at the Ghost.**

**Ghost Doctor jackpot sounds.**

**VIDEO: H9B.VID**

**VIDEO: H9B.VID**

**h9A.wav**

DOCTOR GHOST  
[improv]

**h9B.wav**

DOCTOR GHOST  
[improv]

**h9C.wav**

DOCTOR GHOST  
[improv]

**h9D.wav**

DOCTOR GHOST  
[improv]

**h9E.wav**

DOCTOR GHOST  
[improv]

**h9F.wav**

DOCTOR GHOST  
[improv]

**h9G.wav**

DOCTOR GHOST  
[improv]

**h9H.wav**

DOCTOR GHOST  
[improv]

**MODE ENDS when player loses one of the balls (multiball end)**

**h9X.wav**

DOCTOR GHOST  
No!!! I'll... be... back!!!!!!!

KAMINSKI  
Only in our reruns.

TEAM LEADER

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

**h9Y.wav**

DOCTOR GHOST  
No!!!!!!!!!!!!!!!!!!!!!!!!!!!!

KAMINSKI  
You'll never practice in the  
contiguous United States again.

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

**h9Z.wav**

DOCTOR GHOST  
No!!!!!!!!!!!!!!!!!!!!!!!!!!!!

KAMINSKI  
The doctor... is OUT.

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

**Turn off MAKE CONTACT light.**

Go back into Mode 0, eligible to advance other modes.

**Team Leader Line During Multiball Battle**  
**Lines spoken in a command tone, like Exorcist.**

**HC0.wav**

TEAM LEADER

Your reign of medical terror has  
come to an end. You must *leave*  
*this place!*

**HC1.wav**

TEAM LEADER

In the name of my producer, editor  
and sponsors, I command you to  
*leave this place!*

**HC2.wav**

TEAM LEADER

Leave this place now, before the  
commercial break!

**HC3.wav**

TEAM LEADER

We got a second opinion - you're a  
*terrible* doctor!

**HC4.wav**

TEAM LEADER

Your medical tenure is over! Go  
forth from this place, I command  
you!

**HC5.wav**

TEAM LEADER

Leave this place now, so it can be  
torn down for a strip mall!

**HC6.wav**

TEAM LEADER  
Leave this place! The power of our  
editing *compels you!*

**HC7.wav**

TEAM LEADER  
May you be judged for medical  
malpractice on the other side!

MODE FAIL, RESTART LINES

**HZA.WAV**  
**HZB.WAV**  
**HZC.WAV**  
**HZD.WAV**  
**HDE.WAV**  
**HDF.WAV**

DOCTOR GHOST  
Try again! Here's your ball back!

## **GHOST EUTHANASIA**

During the Ghost Battle, you can "save" the doctor's victims and let them pass onto the light.

**ACTION: Player shoots right ramp, with elevator down BEFORE collecting poison.**

**HPA.wav**

GHOST

Kill... me...

**HPB.wav**

GHOST

End my suffering...

**HPC.wav**

GHOST

Use the poison on me...

**HPD.wav**

GHOST

Kill me... with poison...

**ACTION: Player shoots LEFT VUK behind door.**

**VIDEO: Collecting a syringe of GHOST POISON**

**HPE.wav**

KAMINSKI

Got the ghost poison. Not sure why  
the hospital has this...

**HPF.wav**

KAMINSKI

Found the ghost poison - time to  
use it!

**HPG.wav**

KAMINSKI

Ghost poison obtained!

**HPH.wav**

KAMINSKI

This will cure the doctor's  
victims! With death!

**HPI.wav**

KAMINSKI

This stuff can't be legal...

**HPJ.wav**

KAMINSKI

Got the poison. Now to help that  
ghost!

**HPK.wav**

KAMINSKI

This'll ease his passing! With  
death.

**HPL.wav**

KAMINSKI

Ghost poison found! Time to use  
it.

**ACTION:** Player shoots RIGHT RAMP once they've collected the  
poison.

**VIDEO:** Syringe stuck in ghost, Ghost flies out of bed "Ghost  
Euthanized"

**HPS.wav**

KAMINSKI

Time to die!

GHOST

Thank you!!!!!!

**HPT.wav**

KAMINSKI

Don't fight it!

GHOST

I'm freeeeeeee!

**HPU.wav**

KAMINSKI

This is for your own good!

GHOST

Freedom!!!!

**HPV.wav**

KAMINSKI

Take two of these and don't call  
me in the morning.

GHOST

Freedom!!!!

**HPW.wav**

KAMINSKI

Injecting poison!

GHOST  
Thank you!!!!!!

**HPX.wav**

KAMINSKI  
This might *sting* a little...

GHOST  
I'm freeeeeeee!

**HPY.wav**

KAMINSKI  
Hold still will ya?

GHOST  
Freedom!!!!

**HPZ.wav**

KAMINSKI  
Found a ghost vien!

GHOST  
Thank you kind sir!!!!