

Minion Battle

Low-level ghosts you fight along the way are called "Ghost Minions"

Minions increase in "level" as you discover them. Lines MCX are combined with MDX to create randomized dialog such as:

"It's a class one! Floating phanta-plasm!"

"Class" lines should end cleanly so they can connect to the randomized second part. The ghost class one, two, three NINE should increase with intensity. Imagine Bill Paxton screaming about the tornado ratings in Twister.

The third and ninth minions you beat award a Multiball, with its own lines.

MC0.wav - Sound effect for Minion Reveal. Layers with:

Classification of the ghost minion:

MC1.wav

TEAM LEADER
It's a class *one*!

MC2.wav

TEAM LEADER
It's a class *two*!

MC3.wav

TEAM LEADER

It's a class *three*!

MC4.wav

TEAM LEADER

It's a class *four*!

MC5.wav

TEAM LEADER

It's a class *five*!

MC6.wav

TEAM LEADER

It's a class *six*!

MC7.wav

TEAM LEADER

It's a class *seven*!

MC8.wav

TEAM LEADER

It's a class *eight*!

MC9.wav

TEAM LEADER

It's a class nine!

Second half, description of the ghost minion:

MD0.wav

TEAM LEADER

Vaporous ghost phantom!

MD1.wav

TEAM LEADER
Floating phanto-plasm!

MD2.wav

TEAM LEADER
Spectral disembodied apparition!

MD3.wav

TEAM LEADER
Residual mist phantasm!

MD4.wav

TEAM LEADER
Polymorphic soul entity!

MD5.wav

TEAM LEADER
Gaseous soul specter!

MD6.wav

TEAM LEADER
Telekinetic poltergeist
phenomenon!

MD7.wav

TEAM LEADER
Interdimensional shadow person!

MD8.wav

TEAM LEADER
Anthropomorphic ectoplasm!

MD9.wav

TEAM LEADER
Ethereal vortex anomaly!

One Hit Left to Beat Minion

MDA.wav

TEAM LEADER
[version 1]
Let's get this ghost.

MDB.wav

TEAM LEADER
[version 2]
Let's get this ghost!

MDC.wav

TEAM LEADER
It's time for him to *pay!*

MDD.wav

TEAM LEADER
Let's finish 'em off!

MDE.wav

TEAM LEADER
Let's finish 'em off!

Minion Defeated / Multiball End

MEA.wav

TEAM LEADER

Ghost minion defeated!

MEB.wav

TEAM LEADER

He'll never haunt again!

MEC.wav

TEAM LEADER

Go towards the light!

MED.wav

TEAM LEADER

That ghost... is toast.

MEE.wav

TEAM LEADER

Ghost minion vanquished!

MEF.wav

TEAM LEADER

He moved on, to the spectral
plane...

MEG.wav

TEAM LEADER

Perhaps now, he is at peace.

MEH.wav

TEAM LEADER

Ghost... *busted!*

[under breath, as an aside]

Can I say that?

Minion Multiball

Prompts for starting multiball:

MDF.wav

TEAM LEADER

Hit the ghost for multiball!

MDG.wav

TEAM LEADER

Multiball ready - hit the ghost!

MDH.wav

TEAM LEADER

Ghost Minion Multiball ready!

Minion Multiball Start

MMD.wav

TEAM LEADER

Ghost Minion Multiball!!!

+

Shoot the orbits to increase
jackpot value!

MME.wav

TEAM LEADER
Shoot the orbits to increase
jackpot value!

MMF.wav

TEAM LEADER
Great shot!

MMG.wav

TEAM LEADER
Nice shot!

MMH.wav

TEAM LEADER
Good goin' team!

MMI.wav

TEAM LEADER
Jackpot!

MMJ.wav

TEAM LEADER
Jackpot!

MMK.wav

TEAM LEADER
Jackpot!

Minion Sounds

MI0.wav - First minion hit, any target

MI1.wav - Second minion hit, any target

MJ0.wav - First minion hit, specific target

MJ1.wav - Second minion hit, specific target

MJ9.wav - Minion hit WRONG target

MC1.WAV - MC9.WAV "It's a class X!..."

MZZ.wav - Jackpot Time Out sound