

WAR FORT

Crazy Confederate Captain

The War Fort is "psychically researched" by collecting Pop Bumper Hits, and represented by entering the Basement Scoop.

Mode Goals:

Discover who is haunting the War Fort and get them to leave - but not without a fight!

This mode stars Misty Moon, the whacked out hippy psychic.

- 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

CONDITION WHEREAS POPS ADVANCE WAR FORT, NOT BAR?

Pop bumpers hit

**"Psychic Research" video of Misty wandering around a fort with
Psychic Hand...**

ACTION: Progress 1/3

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

Pop Bumper Bullet Ricochet Noises:

WZA.wav - WZJ.wav

W1A.wav

MISTY

I sense an important battle took
place at this Civil War fort...

W1B.wav

MISTY

[eyes closed]

Getting images... Civil War...
Death... That equals *GHOSTS*!

W1C.wav

MISTY

I sense this is the most haunted
Civil War fort of them all!

W1D.wav

MISTY

I sense the visitors guide told me
many people died in this Civil War
fort...

ACTION: Progress bar 2/3

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

W2A.wav

MISTY

I'm sensing a deranged Confederate
Army captain, who lost many men...

W2B.wav

MISTY

I sense an insane confederate Army
captain, who caused many deaths...

W2C.wav

MISTY

There's an authority figure
here... a Confederate Captain...
who lost many men...

W2D.wav

MISTY

I'm picking up the image of a
captain... in the Confederate
Army... who lost many men...

ACTION: Progress bar filled.

Some other light goes solid, "War Fort" blinks.

W3A.wav

MISTY

My psychic hand senses there's a
mass grave in the basement!

TEAM LEADER

[say A.S.A.P., not ay-sap]
Shoot the scoop ASAP, which stands
for As Soon As Possible.

W3B.wav

MISTY

I sense a *mass grave* in the
basement, collaborated by the
visitor's pamphlet...

TEAM LEADER

Shoot the scoop to start the mode!

W3C.wav

MISTY

Voices, in my head, telling me
there's a *mass grave* in the
basement...

TEAM LEADER

Shoot the scoop to get down there
and investigate!

W3D.wav

MISTY

My spirit guide is guiding me to a
mass grave in the basement...

TEAM LEADER

Shoot the scoop to investigate!

ACTION: Player shoots ball into lit Basement Scoop.

"War Fort target" goes SOLID.

War Fort Mode Light Goes Solid. Mode successfully started.

Ghost toy comes to life!

W4A.wav

CONFEDERATE CAPTAIN

What in the sam hell is going on
here?

MISTY

We are a ghost hunting team from
Michigan...

CONFEDERATE CAPTAIN

Yankee spies, huh? Ya'll never
leave this place alive! Troops,
ATTEN-SHUN!

TEAM LEADER

Clear out his defenses to directly
attack him!

W4B.wav

CONFEDERATE CAPTAIN

You dare disturb the burial ground
of brave Confederate soldiers?

MISTY

I sense you're actually a
coward... Also, impotent.

CONFEDERATE CAPTAIN

I ain't no coward! Troops, rank
and file!

TEAM LEADER

Defeat his soldiers to attack him
directly!

W4C.wav

CONFEDERATE CAPTAIN

Disturbin' my slumber? Who in
tarnation do you think you are?

MISTY

I... *am a psychic!*

CONFEDERATE CAPTAIN

I don't believe in that Northern
Yankee mumbo jumbo. Troops, *front*
and center!

TEAM LEADER

Beat down his defenses to attack
him directly!

The targets in front of the Ghost POP UP (unless they were up
already)

The 3 GHOST TARGET lights in front of them blink.

The player must first clear the 3 Ghost Targets (Soldiers) so
they'll drop down and leave the Ghost exposed.

At that time it takes 3 whacks to defeat the ghost.

The ball is kicked back out from the Basement Scoop.

CYCLE START:

FAIL ACTION: If ball drains BEFORE player beats the Ghost.

Ghost un-lights / stops moving.

Upon next ball / player's next turn the "War Fort Shot" light is
flashing again, allowing the player to once again start the War
Fort battle, or advance other modes.

This means that you'll have to start the mode again before you

can earn a Random Award or advance the other pop bumper mode
Haunted Bar.

NON-ACTION: Player shoots anything BUT the Ghost Targets...

Ghost taunts, sync with specific video.

W5A.wav

CONFEDERATE CAPTAIN

Trying to surround me, huh? Didn't
work in Virginia, won't work here!

W5B.wav

CONFEDERATE CAPTAIN

Running from battle I see? Who's
the coward now? Oh I know - it's
you!

W5C.wav

SOLDIER

They're flanking us, sir!

CONFEDERATE CAPTAIN

Bullcrap! Stand your ground!

W5D.wav

CONFEDERATE CAPTAIN

You Yanks can't shoot straight to
save your life!

W5E.wav

CONFEDERATE CAPTAIN

I once had a cat that fought
better than you!

W5F.wav

CONFEDERATE CAPTAIN
You Northerners are softer than
the soft white underbelly of a
possum with a soft white
underbelly!

W5G.wav

SOLDIER
Sir, they're surrounding us!

CONFEDERATE CAPTAIN
If I wanted your opinion, private,
I'd beat it outta you!

W5H.wav

CONFEDERATE CAPTAIN
This battle is goin' slower than
the molasses in January!

ACTION: Player hits a lit GHOST TARGET.

Ghost Target turns SOLID.

Random Soldier Down Sound Clip (see end of file)

ACTION: Player hits 3rd GHOST TARGET.

Ghost Target turns SOLID.

"Make Contact" flashes.

GHOST TARGETS lower exposing THE GHOST.

GHOST TARGETS turn OFF.

1st GHOST TARGET pulses to count GHOST BASHES

VIDEO: 4XX.vid

Loop of the Army Ghost on the defensive

Random Soldier Scream (no soldier voice clip) +

W6A.wav

TEAM LEADER

Now we can attack the ghost!

W6B.wav

TEAM LEADER

His defenses are down - *let's get this ghost!*

W6C.wav

TEAM LEADER

Now's our chance - *let's get this ghost!*

ACTION: Player hits EXPOSED GHOST.

"Make Contact" goes SOLID.

If Ghost Whacks < 3

Magnet CATCHES BALL, Ghost turns to start a throw...

A-D used for First Attack.

W7A.wav

CONFEDERATE CAPTAIN
[ARGH!] I'm not goin' down that
easy, take *this!*

W7B.wav

CONFEDERATE CAPTAIN
[ARGH!] You think that'll stop me?
Returning *fire!*

W7C.wav

CONFEDERATE CAPTAIN
[ARGH!] Ha ha, a pathetic attempt
- unlike *this!*

W7D.wav

CONFEDERATE CAPTAIN
[ARGH!] We've got 'em on the ropes
men, *return fire!*

E-H used for Second Attack.

W7E.wav

CONFEDERATE CAPTAIN
[ARGH!] You fight like a girl!

MISTY
That's because I am one...

CONFEDERATE CAPTAIN
YAH!

W7F.wav

CONFEDERATE CAPTAIN
[ARGH!] Arghhh... I've had worse!
Take... this!

W7G.wav

CONFEDERATE CAPTAIN
[ARGH!] I'll never surrender
(again)... Take THIS!

W7H.wav

CONFEDERATE CAPTAIN
[ARGH!] Is that the best you've
got? Returning *fire*!

Ghost turns back, as if to throw the ball.

Magnet releases ball.

"Make Contact" FLASHES again.

Next GHOST TARGET pulses to count GHOST BASHES

Return to CYCLE START.

If Ghost Whacks = 3

All Ghost Targets go SOLID.

"Make Contact" goes SOLID

War Fort Ghost light goes SOLID - mode completed!

Loud, smashing sound +

W8A.mpg

CONFEDERATE CAPTAIN

[dying]

The South... will rise... *again*...

HEATHER

Whatever.

TEAM LEADER

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

W8B.mpg

CONFEDERATE CAPTAIN

[dying]

Defeated in life, and now in
death? I shall return....

HEATHER

Um, like, totally *don't*...

TEAM LEADER

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

W8C.mpg

CONFEDERATE CAPTAIN

[dying]

My plans for an afterlife
Confederacy... *ruined!*

HEATHER

You shoulda like, *stayed* dead.

TEAM LEADER

Good job team! Let's start our

next investigation!

W8D.mpg

CONFEDERATE CAPTAIN

[dying]

You yellow-bellies haven't seen
the last of me.....!

HEATHER

Like, I'm pretty sure we *have*!

TEAM LEADER

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

All Ghost Targets turn OFF.

"Make Contact" turns OFF.

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

SOLDIER MISSED:

W9Z.wav

RANDOM SOLDIER KNOCKDOWN / DYING QUOTES:

W9A.mpg

SOLDIER

They got me!

W9B.mpg

SOLDIER
I'm hit, I'm hit!

W9C.mpg

SOLDIER
Sorry captain, I'm down!

W9D.mpg

SOLDIER
Ghost down, ghost down!

W9E.mpg

SOLDIER
Right in the ectoplasm...

W9F.mpg

SOLDIER
Tell my wife... I'm a ghost.

W9G.mpg

SOLDIER
My K/D ratio sucks!

W9H.mpg

SOLDIER
Least I didn't die of gangrene.

W9I.mpg

SOLDIER
Why did I vote for Davis?

W9J.mpg

SOLDIER
Curse you, Lincoln...

W9K.mpg

SOLDIER
Tell my wife... I banged her
sister...

W9L.mpg

SOLDIER
Captain, how many more men, must
die?....

W9M.mpg

SOLDIER
I'm hit! Losing... ectoplasm...

W9N.mpg

SOLDIER
Tell my wife... I wanted a divorce
anyway.

W9O.mpg

SOLDIER
They done got me!

W9P.mpg

SOLDIER
I'll never see Atlanta...

**Team leader lines, hurry-up if Player isn't
hitting Soldier Targets**

WA0.wav

TEAM LEADER

Brave soldiers. Your battles are
over. Please go into the light.

WA1.wav

TEAM LEADER

You followed this man in life,
look where it got you!

WA2.wav

TEAM LEADER

Say a farewell to arms and let us
attack to your leader.

WA3.wav v

TEAM LEADER

You don't have to take orders from
him anymore.

WA4.wav

TEAM LEADER

Why do you defend this man? He
caused all of your deaths.

WA5.wav

TEAM LEADER

The Civil War, plus several since,
are over now. Go towards the
light!

WA6.wav

TEAM LEADER

You do not need to fight anymore.
Go towards the light.

WA7.wav

TEAM LEADER

Lay down your burdens and go
towards the light.

WA8.wav

TEAM LEADER

Your battles are at an end. Go
towards the light.

WA9.wav

TEAM LEADER

You ghostly commander is in
violation of the Geneva
Convention, paragraph 3,
subsection F.

**Team leader lines, while fighting the Army Ghost.
Spoke with authority and force, like the
Exorcist.**

WB0.wav

TEAM LEADER

By the power vested in me by this
camera crew, I command you to
leave this place!

WB1.wav

TEAM LEADER

Leave here, and haunt this tourist
attraction no more!

WB2.wav

TEAM LEADER

Answer for your war crimes in the
next life, foul spirit.

WB3.wav

TEAM LEADER

I command you to leave this plane
of existence!

WB4.wav

TEAM LEADER

Let this be your last battlefield.

WB5.wav

TEAM LEADER

It's time for your surrender.

WB6.wav

TEAM LEADER

Let this be your Waterloo!

WB7.wav

TEAM LEADER

Haunted these hallowed grounds no
more.

WB8.wav

TEAM LEADER

Leave this place, and face your
court martial in the next life.

WB9.wav

TEAM LEADER

You're tortured too many souls,
time to die!

Random Lighting Sounds, good for All Modes:

Centered

LG0.wav

LG1.wav

LG2.wav

LG3.wav

Stereo FX

LG4.wav

LG5.wav

LG6.wav

LG7.wav

"Confederate Gold" Sub Mode

ACTION: Player hits Spooky Door during War Fort Battle

**If player opens door but fails to steal gold, hit door 3 times
again to re-enable it. (One "Gold Rush" per game)**

1st time:

Video plays of BALL bashing DOOR.

WGA.wav

CONFEDERATE CAPTAIN

Stay away from that door, Yankee!

WGB.wav

CONFEDERATE CAPTAIN

Don't go near that door, Yankee
scum!

WGC.wav

CONFEDERATE CAPTAIN

That there door's locked for a
reason, Yank!

WGD.wav

CONFEDERATE CAPTAIN

Leave that door alone, you
Northern Aggressor!

ACTION: Player hits Spooky Door during War Fort Battle

2nd time:

Video plays of BALL bashing DOOR.

WGE.wav

CONFEDERATE CAPTAIN

I'm a' warnin' you - stop bashing
that door!

WGF.wav

CONFEDERATE CAPTAIN

If you bash that door again, I'm gonna get *really* nasty.

WGG.wav

CONFEDERATE CAPTAIN

Go ahead, bash that door open, I dare ya!

WGH.wav

CONFEDERATE CAPTAIN

You'd better not do that again!

ACTION: Player hits Spooky Door during War Fort Battle

3rd time:

Door bashed open. "Confederate Gold"

"Steal Gold Before Time Expires"

20 second hurry-up. Each shot to Left VUK awards 1 million in Gold (that is, about 3 ounces in 2013 prices)

WGI.wav

CONFEDERATE CAPTAIN

Curses! You've discovered my Confederate gold!

KAMINSKI

Let's steal as much as we can!

WGJ.wav

CONFEDERATE CAPTAIN

What in tarnation? You've found my
Confederate gold?

KAMINSKI

I'm gonna take it all!

WGK.wav

CONFEDERATE CAPTAIN

You found my Confederate gold?
Nooooooo!

KAMINSKI

Our ship has come in.

WGL.wav

CONFEDERATE CAPTAIN

What? Stay away from my
Confederate Gold!

KAMINSKI

Time to make a withdrawal!z

ACTION: Player shoots left VUK through open door. VUK kicks
fast.

Kaminski making off with Gold, Ghost discouraged
"Steal More Gold Before Time Expires"

Ka-CHING sound +

WGM.wav

CONFEDERATE CAPTAIN

My precious gold!

KAMINSKI

Now I can buy a 3rd Xbox!

WGN.wav

CONFEDERATE CAPTAIN

Come back with my gold!

KAMINSKI

This'll impress the chicks! Well,
the shallow ones at least...

WGO.wav

CONFEDERATE CAPTAIN

Stop taking my gold!

KAMINSKI

This stuff is heavy!

WGP.wav

CONFEDERATE CAPTAIN

My beloved gold!

KAMINSKI

Now I can make rap star teeth!

WGQ.wav

CONFEDERATE CAPTAIN

Not my gold!

KAMINSKI

I got a confederate gold guy who

can tell me what this is worth.

WGR.wav

CONFEDERATE CAPTAIN

No! My gold!

KAMINSKI

Now we can afford equipment that
doesn't suck!

WGS.wav

CONFEDERATE CAPTAIN

Put that gold back you
yella-belly!

KAMINSKI

This'll buy a lot of Hot Pockets!

WGT.wav

CONFEDERATE CAPTAIN

My precious gold!

KAMINSKI

I take it all back - ghost hunting
rules!

ACTION: Time Runs Out

Door closes. "Confederate Gold Total"

Door close sound +

WGU.wav

CONFEDERATE CAPTAIN

You may have my gold but you'll

never beat me!

WGV.wav

CONFEDERATE CAPTAIN

You're gonna pay for that!

KAMINSKI

No problem, I'm rich now!

WGW.wav

CONFEDERATE CAPTAIN

Takin' my gold was the last straw!

WGX.wav

CONFEDERATE CAPTAIN

Now I'm really gonna take ya to
the woodshed!V

WGY.wav

CONFEDERATE CAPTAIN

I guess you *can't* take it with you
when you go...

WGZ.wav

CONFEDERATE CAPTAIN

That was my retirement fund you
Yankee yellow-belly! Revenge!

ACTION: Time runs out, Player didn't get ANY gold!

Door closes. "FAILED TO GET GOLD"

Door close sound +

WG4.wav

CONFEDERATE CAPTAIN

You didn't steal any gold? You're even dumber than ya look!

WG5.wav

CONFEDERATE CAPTAIN

Haha my gold is safe, and you're an idiot!

WG6.wav

CONFEDERATE CAPTAIN

If you're too stupid not to steal gold, you're not smart enough to beat me!

WG7.wav

CONFEDERATE CAPTAIN

Hahaha my precious gold is safe because you didn't bother making the shot.

ACTION: Player hits door again after stealing Gold.

"Gold Already Stolen"

Door CLUNK sound +

WG0.wav

CONFEDERATE CAPTAIN

There's nothin' left in there but tears!

WG1.wav

CONFEDERATE CAPTAIN

You've taken all my gold!

WG2.wav

CONFEDERATE CAPTAIN

That storeroom is empty, boy!

WG3.wav

CONFEDERATE CAPTAIN

There's nothing left ta steal, ya
yella-belly!

Potential Considerations:

1. Instead of three progress bars that fill to 100% and then restart. We use a single progress bar and start the dialog after parts of the single progress bar are filled up. That way the player sees only one bar and can work towards filling a single objective instead of three.
2. Allow player during the mode to shoot other things besides the ghost without firing a reminder every time. Use the misses as a counter and fire off a reminder or blink the light to get them back on track, but allow them to wander. Could become annoying if its played at every single miss hit.
3. Consider if the ball drains while at the last stage of fighting the ghost that you can resume fighting the ghost at ball launch without any prerequisites.