

Standard Team Member Lines

These are lines that deal with the standard operation of the game, not part of any mode.

EVP POPS

Random Pop Hits, EVP Hits:

EV1.wav

EV2.wav

EV3.wav

EVP Voices

EVA.wav

EVB.wav

EVC.wav

EVD.wav

EVE.wav

EVF.wav

EVG.wav

EVH.wav

Combo Sound FX

Layers over normal sound for that shot. Beeps of increasing pitch

C01.wav - Combo!

C02.wav - 2x Combo!

C03.wav - 3x Combo!

C04.wav - 4x Combo!

C05.wav - 5x Combo!

Combos:

Left Orbit: Always lights itself (0)

Left VUK: If hellavator up, lights right orbit (4) If hellavator DOWN, randomly selects Hotel path or Theater Jump (3 or 4)

Up Center: Always lights itself (2)

Hotel Path (when open): If door closed, lights Left Orbit (0). If door open, randomly chooses Left Orbit or Door Vuk (0 or 1)

Balcony Jump: If successful, always lights itself

Ghost Capture Combo SFX

Audio that syncs with the ghost net catch. Used on shots after you've completed a mode (so shots don't turn "dead")

CCA.wav - CCI.wav (9 different net whoosh + screams)

ORB Rollovers

Female Choir, 3 pitches:

ORA.wav

ORB.wav

ORC.wav

Name Entry

Female Choir, 3 pitches:

ORW.wav - Scroll Left

ORX.wav - Scroll Right

ORY.wav - Select Letter

ORZ.wav - Erase Letter

GAME START

Game Start, Team Leader Dialog

AA1.mpg

TEAM LEADER

Tonight... on America's Most
Haunted.

AA2.mpg

TEAM LEADER

I never believed in ghosts. Until
I did.

AA3.mpg

TEAM LEADER

To us, the paranormal isn't - on
America's Most Haunted.

AA4.mpg

TEAM LEADER

We must prove that ghosts are
real. Unless they're not.

Second Player Add, Heather Dialog

AB1.mpg

HEATHER

Team member 2, like, standing by!

AB2.mpg

HEATHER

Team member 2 ready, this is going to be *AMAZING!*

AB3.mpg

HEATHER

Team member 2, reporting for like, duty or something?

AB4.mpg

HEATHER

Team member 2, ready to rock this outfit.

Third Player Add, Kaminski Dialog

AC1.mpg

KAMINSKI

Team member 3 ready, let's do this thing.

AC2.mpg

KAMINSKI

Team member 3, and I am... recording.

AC3.mpg

KAMINSKI

Team member 3 ready, this won't take all night, right?

AC4.mpg

KAMINSKI

Team member 3 here, I guess I'll
film this.

Fourth Player Add, Misty Dialog

AD1.mpg

MISTY

Team member 4 here, I sense you
need my help...

AD2.mpg

MISTY

Team member 4 ready, I sense we're
going ghost hunting...

AD3.mpg

MISTY

Team member 4 ready, my psychic
hand, *also ready*.

AD4.mpg

MISTY

Team member 4 reporting for
psychic duty!

SKILL SHOT SUCCESS

AE0.mpg

MISTY

I sense you made the skill shot!

AE1.mpg

MISTY

Skill shot success!

AE2.mpg

MISTY

You sure know how to handle your balls!

AE3.mpg

MISTY

I've never seen such ball handling!

AE4.mpg

MISTY

You knew right where to put your balls!

AE5.mpg

MISTY

You know where *your* balls belong!

AE6.mpg

MISTY

Skill shot complete!

AE7.mpg

MISTY

The skill shot is complete!

SKILL SHOT SUCKAGE SINGLE PLAYER

Every 3rd failed Skill Shot that doesn't make it out of the shooter lane:

AF0.mpg

KAMINSKI

Didn't quite make the shot there,
ace.

AF1.mpg

KAMINSKI

Half-hearted at best.

AF2.mpg

KAMINSKI

Not your best effort.

AF3.mpg

KAMINSKI

Nice try. Actually, no...

AF4.mpg

KAMINSKI

Good thing the ghosts aren't going
anywhere...

AF5.mpg

KAMINSKI

We should investigate your skill
shot next, cause it just died!

AF6.mpg

KAMINSKI

That dog won't hunt.

AF7.mpg

KAMINSKI

Failure to Launch. [beat] Your
favorite movie.

SKILL SHOT SUCKAGE MULTI PLAYER

Every 3rd failed Skill Shot that doesn't make it out of the
shooter lane:

Lines are MEANER to embarrass you in front of people

AG0.mpg

KAMINSKI

There's other people waiting to
play you know.

AG1.mpg

KAMINSKI

That's one way to extend your ball

time...

AG2.mpg

KAMINSKI

Don't worry about the other
players - take your time!

AG3.mpg

KAMINSKI

Stop holding up the line, pal.

AG4.mpg

KAMINSKI

You'll get it one of these
decades.

AG5.mpg

KAMINSKI

Remember, this isn't *rocket
science*. Unless the ghosts worked
at NASA... That'd be awesome.

AG6.mpg

KAMINSKI

You almost didn't suck again that
time!

AG7.mpg

KAMINSKI

Hurry up, I don't get paid by the
hour. [beat] Or at all.

SPIRIT GUIDE PROMPTS

Mode Start Reminders

SG0.WAV
SG1.WAV
SG2.WAV
SG3.WAV
SG4.WAV
SG5.WAV
SG6.WAV
SG7.WAV
SG8.WAV

BALL DRAIN / BALL SAVE / EXTRA BALL

Ball Save Team Leader Lines:

YA0.mpg

TEAM LEADER

Don't touch that dial.

YA1.mpg

TEAM LEADER

Stay right where you are.

YA2.mpg

TEAM LEADER

Don't touch that dial. Your TV probably doesn't have one.

YA3.mpg

TEAM LEADER

After these messages you'll be right back.

YA4.mpg

TEAM LEADER

Don't go away - *stay tuned.*

Extra Ball Load Team Leader Lines:

YA5.mpg

TEAM LEADER

Same ghost hunter, shoot again!

YA6.mpg

TEAM LEADER

Same ghost hunter, same channel, shoots again.

YA7.mpg

TEAM LEADER

You're a ratings hit! Same ghost
hunter shoots again.

YA8.mpg

TEAM LEADER

Not cancelled yet. Same ghost
hunter shoots again.

Ball Drain Quotes

Fail Quotes (From 3 Team Members)

Randomize 0-9 from characters B-D.

Heather Drain Lines:

YB0.mpg

HEATHER

I prefer a man with *balls*...

YB1.mpg

HEATHER

Whatever.

YB2.mpg

HEATHER

That is so lame...

YB3.mpg

HEATHER

Gag me with a spoon!

YB4.mpg

HEATHER

You've *got* to be kidding me...

YB5.mpg

HEATHER

Laaaaaaaaame!

YB6.mpg

HEATHER

Oh... My... God!

YB7.mpg

HEATHER

I passed up a trip to the *mall* for this?

YB8.mpg

HEATHER

What happened to your *balls*?

YB9.mpg

HEATHER

AHHHH!

Kaminski Drain Lines:

YC0.mpg

KAMINSKI

Great.

YC1.mpg

KAMINSKI

Just like my career.

YC2.mpg

KAMINSKI

Ah crap, I wasn't recording.

YC3.mpg

KAMINSKI

Did you get *that*?

YC4.mpg

KAMINSKI

That's not gonna look good on a resume. Well, neither does ghost hunting...

YC5.mpg

KAMINSKI

All our equipment - *useless!*

YC6.mpg

KAMINSKI

Let's just edit that one out...

YC7.mpg

KAMINSKI

Good place for a commercial break.

YC8.mpg

KAMINSKI

UGGGGHHH....

YC9.mpg

KAMINSKI

Oh great. Left the lens cap on.

Misty Drain Lines:

YD0.mpg

MISTY

I sense failure...

YD1.mpg

MISTY

I'm glad I didn't shave my legs
for this. Or any occasion.

YD2.mpg

MISTY

I sense the ball is lost...

YD3.mpg

MISTY

Failure *IS* an option...

YD4.mpg

MISTY

My spirit guide has left us...

YD5.mpg

MISTY

I sensed that would happen...

YD6.mpg

MISTY

The ball is now one with the
cosmos...

YD7.mpg

MISTY

It went, to the space between
spaces...

YD8.mpg

MISTY

I sense the ball has passed on...

YD9.mpg

MISTY

I can no longer sense the ball...

GAME OVER

Team Leader Dialog

AAA.mpg

TEAM LEADER

We will never stop searching for answers. On America's Most Haunted.

AAB.mpg

TEAM LEADER

We won't stop until we prove the existence of ghosts. (Or maybe aliens) On America's Most Haunted.

AAC.mpg

TEAM LEADER

Are ghosts real? We may never know. On America's Most Haunted.

AAD.mpg

TEAM LEADER

Despite the lack of evidence, be sure to tune in next week... To America's Most Haunted.

AAE.mpg

TEAM LEADER

We'll never stop searching for answers - On America's Most Haunted. (Unless we get cancelled)

AAF.mpg

TEAM LEADER

Are ghosts real? It's hard for us to say. On America's Most Haunted.

AAG.mpg

TEAM LEADER

That's the problem with ghosts -
everybody's dying to be one. On
America's Most Haunted.

AAH.mpg

TEAM LEADER

Is there life after death? Someday
we find may the answer. On
America's Most Haunted.

AAI.mpg

TEAM LEADER

What are ghosts? Today, we sort of
came closer to an answer. On
America's Most Haunted.

AAJ.mpg

TEAM LEADER

Are ghosts real? Find out next
week, on America's Most Haunted.

AAK.mpg

TEAM LEADER

Someday, we will *prove* the
existence of ghosts. On America's
Most Haunted.

AAL.mpg

TEAM LEADER

We'll have better luck next time

if we don't film in the dark. On
America's Most Haunted.

AAM.mpg

TEAM LEADER

The answers to the mysteries of
the universe eluded us this time.
On America's Most Haunted.

AAN.mpg

TEAM LEADER

We collected some amazing
evidence. Unfortunately... none of
it got recorded. On America's Most
Haunted.

AAO.mpg

TEAM LEADER

Will we ever prove the existence
of ghosts? Find out, on America's
Most Haunted.

AAP.mpg

TEAM LEADER

Next week, we'll stand around in
the dark whispering some more. On
America's Most Haunted.

AAQ.mpg

TEAM LEADER

Turn in next week as we stumble
around in the dark some more. On

America's Most Haunted.

AAR.mpg

TEAM LEADER

Despite the lack of evidence,
America's Most Haunted will get
renewed anyway.

AAS.mpg

TEAM LEADER

Does our evidence prove the
existence of ghosts? Of course it
does. On America's Most Haunted.

SLING SOUND EFFECTS / QUOTES

When the ball hits the SLINGS it makes GHOST NOISES. These loop over themselves.

First 3 hits, pick from 1AA-1AM

SINGLE GHOST WAILS

CAA.wav - CAN.wav

4+ hits, pick from 2AA-2AU

These are GHOST WAILS with dialog at the end. Once the slings are done, the whole file plays so we hear the dialog.

Thus, these files have higher priority than normal sling sounds.

CBA.wav

GHOST

GHOST WAIL

TEAM LEADER

Is there anybody here that wants
to communicate?

GHOST

Noooooooooo.....

TEAM LEADER

Very well.

CBB.wav

GHOST

GHOST WAIL

HEATHER

Did you hear that?

CBC.wav

GHOST

GHOST WAIL

HEATHER

OMG I think that was totally a
ghost!

CBD.wav

GHOST

GHOST WAIL

TEAM LEADER

Can you make that sound again?

GHOST

LOUDER GHOST WAIL

KAMINSKI

Sweet.

CBE.wav

GHOST

GHOST WAIL

MISTY

I sense I hear a ghost...

CBF.wav

GHOST

GHOST WAIL

MISTY

Kaminski, was that you?

CBG.wav

GHOST

GHOST WAIL

MISTY

I can sense the spirit fingers
across my back...

CBH.wav

GHOST

GHOST WAIL

KAMINSKI

Cold spot here. Must be a ghost,
not the fact this old abandoned
building has no heat or windows.

CBI.wav

GHOST

GHOST WAIL

TEAM LEADER

[whisper]

Are you getting this?

CBJ.wav

GHOST

GHOST WAIL

HEATHER

[whisper]

Was that a ghost?

GHOST

[whisper]

Yes.

HEATHER

[loud]

(girly scream!)

CBK.wav

GHOST

GHOST WAIL

TEAM LEADER

[whisper]

We should do an EVP, which stands

for Electronic Voice Phenomenon.

CBL.wav

GHOST

GHOST WAIL

TEAM LEADER

Are you getting anything on
thermal?

CBM.wav

GHOST

GHOST WAIL

TEAM LEADER

If that is you, can you make this
curtain next to an open window
move?

CBN.wav

GHOST

GHOST WAIL

MISTY

I sense there is a ghost here, and
being a psychic I can say whatever
I want and present it as evidence.

CBO.wav

GHOST

GHOST WAIL

KAMINSKI

Oh crap I wasn't recording.

CBP.wav

GHOST

GHOST WAIL

KAMINSKI

Picking up a rat on thermal. Cut
to commercial so people will think
it's a ghost.

CBQ.wav

GHOST

GHOST WAIL

TEAM LEADER

Is someone there?

CBR.wav

GHOST

GHOST WAIL

HEATHER

Why do we always film in the dark?
Nobody can see how hot I am!

CBS.wav

GHOST

GEEEEET OUUUUUUTTTTT!

TEAM LEADER

That was probably the wind.

CBT.wav

GHOST

GHOST WAIL

MISTY

I sense the presence... of at
least 1 entity... No wait. *TWENTY!*

CBU.wav

GHOST

GHOST WAIL

MISTY

I sense the presence... of at
least 2 entities... No wait.
THREE!

EXTRA BALL QUOTES

AXA.wav

HEATHER

Extra ball is lit! I wish I was...

AXB.wav

KAMINSKI

Extra ball is lit!

AXC.wav

EXTRA BALL - Heather Version

AXD.wav

EXTRA BALL - Kaminski Version

REPLAY!

AXZ.wav

SAY.wav - Advance WIKI sound

SAX.wav - Advance TECH sound

SAZ.wav - Advance PSYCHIC sound

HELLAVATOR MULTIBALL

QA1.wav - Ball 1 Locked

QA2.wav - Ball 2 Locked

QA3.wav - MULTIBALL! (syncs to MB Prelude music)

QA4.wav - MB scoop eject sound 1

QA5.wav - MB scoop eject sound 2

QA6.wav - SFX version of Multiball Start, for stackingz

QJD.wav - Jackpot!

QJE.wav - Jackpot!

QJF.wav - Jackpot!

QJG.wav - Jackpot!

QCA.wav - Ghost Catch SFX + Compliment from Heather

QCB.wav

QCC.wav
QCD.wav
QCE.wav

QZZ.wav - Bowed Oil Cans, Ball Drain sound

COUNTDOWN

AM1.wav - One!
AM2.wav - Two!
AM3.wav - Three!
AM4.wav - Four!
AM5.wav - Five!

Skill Shot Prompt

Used for Balls 2 and 3

A1A.wav - A1C.wav - Ghost in pop bumpers!
A2A.wav - A2C.wav - Ghost in ORB rollovers!
A3A.wav - A3C.wav - Ghost in the basement!

Tour Mode Sound Effects

Used for Balls 2 and 3

AXE.wav - Tour Mode Sound FX
AXF.wav - Tour Complete Sound FX