

HISTORIC THEATER

Mode 2

Crazy Director Ghost

The Historic Theater is represented by the right orbit and the balcony jump.

To register a "hit" on the theater you must make the jump, else there is a falling animation + prompt.

Mode Goals:

Discover the ghost of the Crazy Director, help him find the Manuscript Pages so he can move onto that great stage in the sky.

This mode includes dialog from all of the team members.

Mode Progression

On GAME START, the Spooky Door is closed.

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

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

T9U.wav Run Abort sound

T9W.wav Long runup sound

T9X.wav Medium runup sound

T9Y.wav Short runup sound

TJA-TJI Kaminski Scream + theater prompt

THA-THI Kaminski Scream only (after theater beat)

Jump Fail, Kaminski scream +

TJA.wav

TEAM LEADER

You've gotta jump into that theater!

TJB.wav

TEAM LEADER

We gotta get into that theater, jump harder next time!

TJC.wav

TEAM LEADER

That theater's a ghostly gold mine, jump better!

TJD.wav

TEAM LEADER

Make the jump to investigate the theater!

TJE.wav

TEAM LEADER

Jump the balcony to reach the theater!

TJF.wav

TEAM LEADER

You're jumping it wrong. *Get in that theater!*

TJG.wav

TEAM LEADER

Only way into that theater... is a jump.

TJH.wav

TEAM LEADER

Jump the gap to investigate that theater!

TJI.wav

TEAM LEADER

Jump the gap to investigate that theater!

MODE ADVANCE DIALOG, WHEN YOU COMPLETE A JUMP

T1A.wav

MISTY

My spirit guide tells me this old theater is *filled* with spirits.

T1B.wav

HEATHER

This old theater - which I totally wouldn't make out in - is like way haunted.

T1C.wav

MISTY

I sense this old theater is very haunted, we should *investigate*!

T1D.wav

HEATHER

Nobody will fix up this old theater, because it's like, totally haunted. By a *ghost!*

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

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

T2A.wav

MISTY

I sense the ghost is a failed director who *hung himself*.

T2B.wav

MISTY

I'm sensing a director, who made a terrible play... hung himself here!

T2C.wav

MISTY

I sense the ghost is a failed director who *hung himself*.

T2D.wav

MISTY

I'm sensing a director, who made a terrible play... hung himself here!

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

"Find Ghost" goes SOLID, "Stage Fright" blinks.

Spooky Door OPENS for Theater Ghost shot.

T3A.wav

KAMINSKI

We got an EVP - which stands for
Electronic Voice Phenomenon - the
director *hanged* himself behind the
backstage door.

T3B.wav

MISTY

I sense the ghost *hanged* himself
behind the backstage door...

T3C.wav

HEATHER

I got some records from City Hall,
the director hung himself behind
the backstage door.

T3D.wav

KAMINSKI

I got a faint outline on infrared
- it looks like the ghost *hanged*
himself behind the backstage door.

MODE START PROMPT HURRY-UPS

T3E.wav

HEATHER
Theater Ghost is like, totally
lit.

T3F.wav

TEAM LEADER
Theater Ghost is lit, get in
there!

JUMP FAILS

T4A.wav

KAMINSKI
AAAAAAHHHHHHH!!!

ACTION: Player shoots ball through Spooky Door.

"Stage Fright" goes SOLID.

Theater Mode Light Goes Solid. Mode successfully started.

Playfield lighting goes GREEN.

Ghost comes alive!

T5A.wav

KAMINSKI
Hey, I found that ghost...

DIRECTOR GHOST
My play is master-piece, yet no

one stay past second act. You will
help finish it... *with me!* Hahaha.

T5B.wav

MISTY

I sense that I found the ghost!

DIRECTOR GHOST

Nobody stay past second act of
my... *brilliant play!* So you will
help finish... it with me. Hahaha.

T5C.wav

HEATHER

Ew! Like, a ghost!

DIRECTOR GHOST

Audience left before 3rd act of
my... *amazing play.* But *you* cannot
leave... until you help me *finish*
it! Hahaha.

T5D.wav

MISTY

I sense the energy, *of a spirit!*

DIRECTOR GHOST

It's me! Audience left before, my
play twist ending! So now *you* will
help me finish it! Hahaha.

Ball is KICKED into Balcony lane.

The HOTEL PATH starts strobing

DMD: STROBING SHOTS FINISH PLAY

DMD: COMPLETE SHOTS BEFORE TIME EXPIRES

ACTION: Player hits the ghost, any time during mode.

VIDEO: Disgruntled ghost

Score a few, but not many, points.

Reset SHOT TIMER (so there's a reason to hit the ghost)

T0A.wav

DIRECTOR GHOST

Everyone betrayed me, I don't have
a friend in this world...

T0B.wav

DIRECTOR GHOST

You're tearing me apart, Ghost
Hunter!

T0C.wav

DIRECTOR GHOST

I'm so sick of this afterlife...

T0D.wav

DIRECTOR GHOST

Hiya ghosthunter!

T0E.wav

DIRECTOR GHOST

It's me! - The ghost.

T0F.wav

DIRECTOR GHOST

You'd better not do that again -

I'm recording *everything*.

T0G.wav

DIRECTOR GHOST

The test result are in. I actually died... *of cancer*.

T0H.wav

DIRECTOR GHOST

So, how's your afterlife? Mine is good - when I can get it.

ACTION: Player shoots the HOTEL PATH.

Hotel lights turn off.

Spooky Door lights STROBE

Award points based off remaining time.

Reset SHOT TIMER

DMD: "SCENE 1", then GHOST TALKING

DMD: "HIT NEXT STROBING SHOT"

T7A.wav

HEATHER

Oh Mother, I know we've had this conversation 5 times already, but I am not in love with Jonathan.

DIRECTOR GHOST

That very good, next line *please*?

ACTION: Player shoots the SPOOKY DOOR path.

Spooky Lights turn off.

Pop Path lights STROBE.

Ball is kicked and returned to LEFT FLIPPER.
Award points based off remaining time.
Reset SHOT TIMER

DMD: "SCENE 2", then GHOST TALKING
DMD: "HIT NEXT STROBING SHOT"

T7B.wav

MISTY
But Annabelle, Jonathan is rich!
Think of all the shoes you could
buy!

DIRECTOR GHOST
Excellent, excellent, now
Jonathan?

ACTION: Player shoots the POP BUMPER path.
Pop Path lights turn off.z
Theater Path lights STROBE.
Award points based off remaining time.
Reset SHOT TIMER, a little higher in case we're stuck in POPS.

DMD: "SCENE 3", then GHOST TALKING
DMD: "HIT NEXT STROBING SHOT"

T7C.wav

KAMINSKI
I guess I'vem Jonathan. Ok. Uh...
I'd do anything for my Annabelle.

DIRECTOR GHOST
Yes, yes! Very believable!

ACTION: Player shoots the THEATER path
Theater lights turn off.
THEATER MODE light goes SOLID - mode won!

Award bonus points, reset stuff, etc.

Good 2-3 mil bonus for completing this mode since it doesn't have jackpots.

DMD: "FIN", then GHOST TALKING

DMD: "Ghost 'Defeated' "

T7D.wav

HEATHER

Oh mother! Jonathan killed himself
after I spurned his love. It's all
my fault!

MISTY

Yes dear. Yes it is.

DIRECTOR GHOST

And cut! The end! Now, I can
peacefully rest. Bye....

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.

ACTION: Player shoots the WRONG shot for the lines of the play.

DMD: Ghost upset!

T8A.wav

DIRECTOR GHOST

No that is all wrong - follow the
flashing lights!

T8B.wav

DIRECTOR GHOST

You're tearing me apart, Ghost
Hunters! Hit the flashing lights!

T8C.wav

DIRECTOR GHOST

You're stupid, STUPID! Shoot the
flashing lights.

T8D.wav

DIRECTOR GHOST

Just hit the flashing lights to
read your lines!

T8E.wav

DIRECTOR GHOST

No, no no, follow the flashing
lights - must I do everything?

T8F.wav

DIRECTOR GHOST

Follow the flashing lights - you
don't have to understand, your
character does.

T8G.wav

DIRECTOR GHOST
Follow the lights to read your
line. One more for safety.

T8H.wav

DIRECTOR GHOST
You're missing your curtain call -
follow the flashing lights!

ACTION: Player DOESN'T hit the strobing shot in time
Theater mode FAIL
Re-light Theater Ghost so they can try again

DMD: Ghost upset!

Like GHOST PHOTO HUNT, this is a mode where you can fail via
time, not just drains, so it needs similar logic and flag
passing.

T9A.wav

DIRECTOR GHOST
You didn't finish in time! But you
can always... try again!

T9B.wav

DIRECTOR GHOST
I can't work in these conditions,
you're too slow! But *try again!*

T9C.wav

DIRECTOR GHOST

That's too slow for my vision. But
you can always try again!

T9D.wav

DIRECTOR GHOST
Too slow for me! Have your people
call my people, and try again.

Sweet Jumps!

TSA.wav - TSL.wav (12 total, increasing in pitch)