

GHOST PHOTO HUNT

To enable mode:

Spell "FLIR" in rollover lanes

BONUS:

Spelling "ORB" on upper rollover doubles photo hunt value.

If no Ghost Battle is currently underway, and the Basement Scoop isn't lit for Army Ghost or Bar Ghost, then **LIGHT PHOTO HUNT.**

If a Ghost Battle or other mode is in progress when you complete GLIR, **PHOTO HUNT will light**, but won't start the mode until the current mode is over. (it will just eject the ball)

F10.wav Rollover SFX for GLIR (if it's lit)

Callouts if GLIR completed and mode can be started:

F1A.mpg

MISTY

Ghost Photo Hunt is lit!

F1B.mpg

HEATHER

Ghost Photo Hunt is, like, totally lit!

F1C.mpg

MISTY

I sense Ghost Photo Hunt is lit!

F1D.mpg

HEATHER

OMG! Ghost Photo Hunt is lit!

Callouts if GLIR completed but mode cannot be started yet:

F1E.mpg

KAMINSKI
Ghost Locating Infrared Ready!

F1F.mpg

KAMINSKI
Ghost Locating Infrared Ready!

F1G.mpg

KAMINSKI
Ghost Locating Infrared Ready!

F1H.mpg

KAMINSKI
Ghost Locating Infrared Ready!

Sound FX if GLIR completed but still need to spell it more times:

F1I.mpg

SOUND EFFECT

ACTION: Player shoots BASEMENT SCOOP with PHOTO HUNT lit.

"PHOTO HUNT" goes SOLID

Record **Heather** saying "Aim for the flashing cameras to collect BLANK ghost photos"

Then record **Kaminski** saying, completely deadpan, 3-9, so we can edit it together and make it sound bad.

f2A.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to
collect 3 ghost photos.

f2B.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to
collect 4 ghost photos.

f2C.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to
collect 5 ghost photos.

f2D.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to

collect 6 ghost photos.

f2E.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to
collect 7 ghost photos.

f2F.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to
collect 8 ghost photos.

f2G.mpg

KAMINSKI

Ghost Photo Hunt!

HEATHER

Aim for the flashing cameras to
collect 9 ghost photos.

A random CAMERA LIGHT blinks. (but not the Scoop for the first shot, obviously). The lights below it chase upwards.

During this mode, almost all other lights on the PF go out.

Ball is kicked from scoop, timer starts.

Player must shoot the FLASHING CAMERA to collect a photo.

If player shoots a FLASHING CAMERA...

Timer is reset, so you have the same amount of time to get the next shot.

DMD: FLASH, fades into a Candid Ghost Video +

f3A.mpg

KAMINSKI

That's a keeper! Get another!

f3B.mpg

KAMINSKI

Great shot, try for another!

f3C.mpg

KAMINSKI

Nice catch, get another one!

f3D.mpg

KAMINSKI

I didn't see that in the
viewfinder!

f3E.mpg

KAMINSKI

Totally spooky!

f3F.mpg

KAMINSKI

Super spooky!

f3G.mpg

KAMINSKI

Meh.

f3H.mpg

KAMINSKI

That one's even in focus!

Second Queued video after snapping a photo:

F9A - One to go
F9B - TWO TO GO
F9C - THREE TO GO
F9D - FOUR TO GO
F9E - FIVE TO GO
F9F - SIX TO GO
F9G - SEVEN TO GO
F9H - EIGHT TO GO
F9I - NINE TO GO

(will never be more than 9 total)

If player shoots a NON-FLASHING SHOT...

f3I.mpg

HEATHER

Um, hello? There's like, no ghosts over there!

f3J.mpg

HEATHER

There is like, nothing over there.

f3K.mpg

HEATHER

You just took a photo of the *wall*. Digital film isn't free you know.

f3L.mpg

HEATHER

What are you filming?

f3M.mpg

HEATHER

Take photos of ghosts, not *air*.

f3N.mpg

HEATHER

We like, need evidence not blank photos.

f3O.mpg

HEATHER

Um, hello? Take photos of the

ghosts?

f3P.mpg

HEATHER

Do you even *know* how to work a
camera?

Hurry up quotes if player is almost out of time to make a shot:

Occurs about 70% of the way towards TIMER OUT.

Increase LIGHTSPEED variable to indicate player must hurry.

f3Q.mpg

MISTY

I sense time's almost up!

f3R.mpg

MISTY

You're running out of time!

f3S.mpg

MISTY

I sense you might lose the photo
op!

f3T.mpg

MISTY

I sense you're running out of
time!

f3U.mpg

MISTY
I sense your time is ending!

f3V.mpg

MISTY
Time is not on your side!

f3W.mpg

MISTY
Get the photo quickly!

f3X.mpg

MISTY
I sense you need to make the
shot...

Once the player makes the required X number of camera shots, the mode is WON. Winning the mode adds a bonus plus ORB multiplier.

Player makes X number of shots and wins mode:

Global Timer Limit is lowered slightly, so every time you start this mode, you have less time to make each shot.

f4A.mpg

KAMINSKI
This set of photos will make us
rich!

f4B.mpg

KAMINSKI

Nice job, we'll sell these photos
for a great price!

f4C.mpg

KAMINSKI
The best collection of evidence
ever!

f4D.mpg

KAMINSKI
These photos will make us rich
beyond our wildest dreams!

V

**Player fails to get all shots in time.
We have more lines for this since failure is more likely than
success. Unless you're making an RFID blocking wallet on
Kickstarter.**

f5A.mpg

KAMINSKI
I bought all this digital film for
nothing...

f5B.mpg

KAMINSKI
Oh well, we never get any evidence
anyway...

f5C.mpg

KAMINSKI
There goes a lucrative career in
newspaper...

f5D.mpg

KAMINSKI

Great, now how am I going to
impress chicks?

f5E.mpg

KAMINSKI

Noooooooooooooooo!!!!!!!

f5F.mpg

KAMINSKI

Oh man, they're all blurry!

f5G.mpg

KAMINSKI

I'd have better luck filming
Bigfoot.

f5H.mpg

KAMINSKI

There's 30 seconds of my life I'll
never get back. [pause] That's
what she said.

PHOTO HUNT also ends with a ball drain.

**When MODE ENDS we reset the lights back to their normal
progression, and set SCOOP LIGHTS to whatever they should be as
well.**

**The number of PHOTOS REQUIRED (per player) only goes up if you
succeed.**