

Re: Circuitry Ideas (Help me scare the crap out of "ghost hunters")

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Hi,

Jayson wrote:

Ok..

[..]

I'm looking for relatively inexpensive ways to achieve operation, "make ghost hunters crap themselves..." Who's with me?

I was thinking simple things such as yellow LED's (not the superbright clear type) glowing when fishing line is "tripped" (removing a piece of plastic between two metal poles, thus completing the circuit type of thing) to give the appearance of eyes (but would be nice to throw on a sound circuitry as well which would give a "shhhhhhhewwww" type of sound or something else half believable)... but staying on continuously is definitely NOT a good thing.. so a timed circuit in which the "shhheww" sound (or whatever) would play, end and the eyes would be lit for a total of maybe 10 seconds...

[...]

I think you probably want something more subtle at first. The atmosphere needs to be right for this to be scary. You don't want your mates in a skeptical mind.

To steal some ideas from a book ("The Mad Scientist Club"), how about attaching some pictures to the walls via an electromagnet? Rig something up so the pictures drop off the way when your targets are nearby. Make something to burn a little sulphur to give a rotten smell.

Another idea: cover some parts of the walls/floor with a fluorescent

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paint, in the shape of blood splatters. Hide a 'black light' nearby. Have something that briefly turns the light on, to make the paint appear to softly glow for a few seconds. All this builds atmosphere until the final event - something dramatic, like your glowing ghost eyes. Just don't give your victims time to investigate each trick.

Are these the kinds of ideas you are looking for?

cheers,

Al

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