

Proof of Concept Demo

CASTING CALL

A PROJECT BY THIAGO M. ACQUA

Call Details:

- Non-union Project.
- Opening: February 17, 2026.
- Closing: February 26, 2026 (Strict deadline).

Requirements:

- You must be over 18 years old to audition.
- For the time being, the project will be ad honorem (unpaid), although a budget may be agreed upon in the future.
- Clear audio, no background noise or echo.
- Format: MP3 or WAV.
- Minimal editing: general cleaning is allowed, but no pitch editing or drastic alterations.
- File naming: TOTG_YourName_RoleAbbreviation (e.g., TOTG_JuanPerez_MAR).

What is “Traces of the Ghost”?:

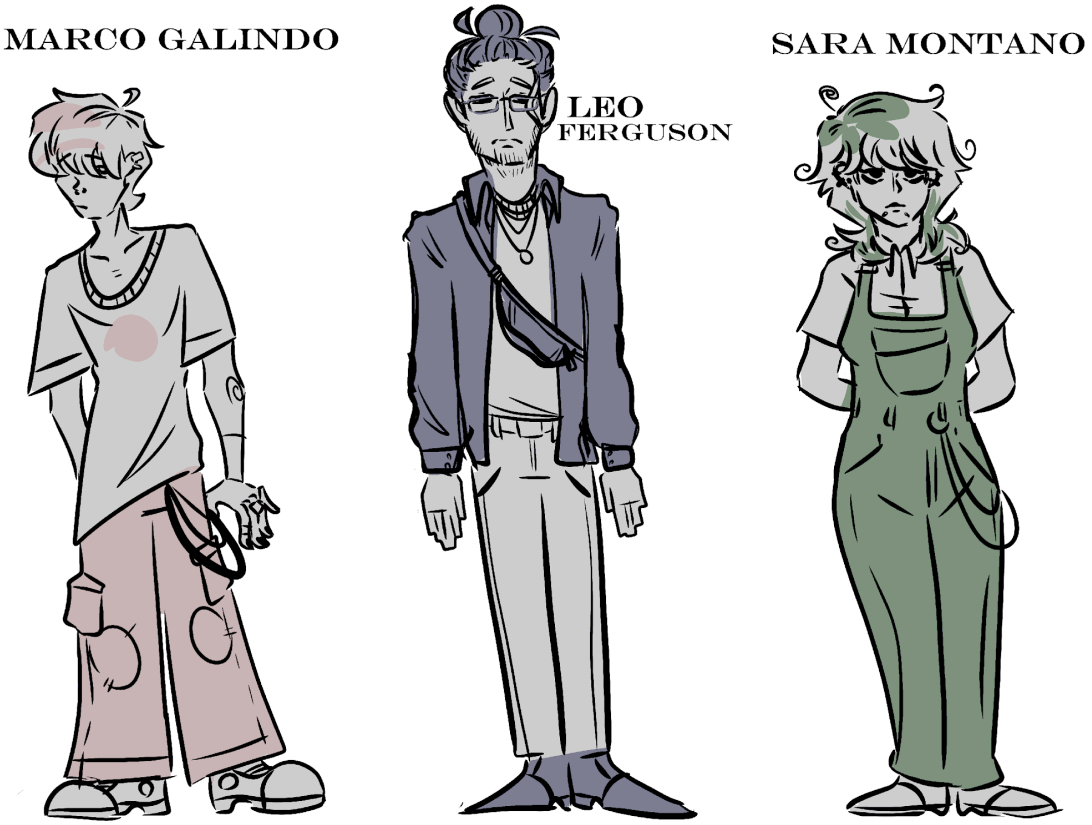
Traces of the Ghost is a 2D point-and-click video game with graphics inspired by MS-DOS video games and cutscenes reminiscent of the full-motion videos of the 1990s. This game is mainly inspired by games such as Clock Tower and Phantasmagoria.

Project Synopsis:

Set in San Ferro, Buenos Aires (2013), the story follows Marco, a film student whose life changes when his childhood friend Sara and her boyfriend Leo show up with a disturbing proposal: to perform a ritual based on the “Aesthetic Persistence Theory” to contact the Phantom Plane. What begins as an experiment for a documentary soon becomes an experience that challenges the boundaries between art, life, and death.

What do i mean by “Proof of Concept Demo”?:

“Traces of the Ghost” will have two demos. The first will be a private demo that serves as a proof of concept, where the designs will be based on concept art and the cutscenes will be partially made in 2D. This demo will be used to find an audiovisual producer interested in filming the actual cutscenes.



[MAR] MARCO GALINDO

- Age: 20 years old.
- Gender: Male.
- Occupation: Audiovisual student / Aspiring filmmaker.
- Voice: Young range (20 years old), natural, with a somewhat tired but curious tone. Should sound like an average young man from Buenos Aires.
- Character description: Marco is a lonely young man who lives surrounded by horror movies and disorder. He is pragmatic and somewhat skeptical at first, but his passion for cinema leads him to agree to film his friends' ritual.
- Voice direction: We are looking for a grounded and realistic performance. Marco is not an action hero; he is a normal guy faced with the extraordinary.

DIRECTION	DIALOGUE LINE
[NATURAL] Answering the phone to his mother, in a casual and slightly distracted tone.	“Hello?... Hi, Mom, what’s up? [...] Yes, I’ll go check the bucket. You told me about twenty times. Okay, bye.”
[CASUAL / EVERYDAY] While talking to his friends about college. *Project closeness and a somewhat naive youthful passion.*	“Wow, that's interesting. I'm studying audiovisual media, I want to be a filmmaker... Yeah, heh.”

[CURIOUS / ENTHUSIASTIC] After listening to his friends' crazy idea, he suggests filming the ritual. *Negotiating tone. Shows his priority for the lens.*	"Can I film the ritual? Not only would it be a nice souvenir, but I could also make a documentary with it."
[VULNERABLE / TERROR] after witnessing a paranormal situation. *Transition from shock to defensiveness. There must be a real sense of paranoia.*	"I... I... I think I saw a dead body falling from the ceiling... Hey, don't call me crazy, you moron! I know what I saw."

[SAR] SARA MONTANO

- Age: 20 years old.
- Gender: Female.
- Occupation: Philosophy student.
- Voice: Mid-20s, serious, intense, and with a mystical or solemn air. Must convey conviction and a hint of contained desperation.
- Character Description: Marco's childhood friend. She has always been interested in the paranormal (nicknamed "The Ghost Freak" at school) and, following the death of her grandmother, has become obsessed with finding a way to see her again and "discover her secrets".
- Voice Direction: Sara is the emotional driving force of the scene. Her voice should sound determined and deep during the ritual, almost like a religious authority.

DIRECTION	DIALOGUE LINE
[MYSTICAL / OBSESSIVE] talking about her paranormal research. *It's not a game for her. She must sound authoritative and confident.*	"I was recently looking into spiritualism. You know, stuff about energies, souls, spirits. Marco cut the crap, this is serious."
[VULNERABLE] talking about her grandmother, revealing her motivation. *Here you can see the emotional wound. It's time to generate empathy.*	"My grandmother was always an enigmatic person, she had secrets... I need to know those secrets... Could you please help me?"
[SOLEMNITY / RITUAL] In the midst of the ritual. *Deep, rhythmic voice. Almost like a liturgical trance.*	"There are three keys: Birth that brings gazes together, Life that keeps the heartbeat, and Death that knows silence..."
[FRUSTRATION] The ritual seems to have failed. *An explosion of pent-up anger. Failure drives her to despair.*	"The theory is correct! There is evidence that it works! Why doesn't it work for us?!"

[LEO] LEO FERGUSON

- Age: 27 years old.
- Gender: Male.
- Occupation: Literature student / Writer / Barista.
- Voice: Young adult range (27-30 years old), stable, intellectual, and calm.
- Character Description: Sara's boyfriend. He is a cultured guy who loves magical realism and dark fantasy. He comes from a wealthy family in Recoleta but prefers his bohemian lifestyle. He unconditionally supports Sara in her spiritual quest.
- Voice Direction: Leo is the voice of technical reason within the group. His tone should be calm, projecting knowledge and support.

DIRECTION	DIALOGUE LINE
[MELANCHOLIC] talking about his novel. *Low, introspective tone. He feels stuck in his own life.*	“I'm writing a novel, Dark Fantasy... Many authors draw inspiration from events that happened to them in their lives, but I don't have much to tell.”
[INTELLECTUAL] talking about the ritual. Confident, academic voice. He is the logical “anchor” of the group.	Theory dictates that all artistic creation is an act of spiritual transfer... Anthropologists discovered that some Guaraní peoples can communicate with their deceased relatives.
[SKEPTICAL / EVASIVE] doubting Marco's statement. He tries to rationalize his fear. His final escape reveals that deep down he is afraid.	"Obviously it was the effect of autosuggestion, it's all in your head [...] I... I'm going to get some air."

Submission Instructions

- Record your lines with a maximum of three takes per line.
- Use the AAABBBCCC reading format.
- Send your audition to the form or to nostalgiastudiocontact@gmail.com with the subject line: ***AUDITION - TOTG - [RoleAbbreviation] by [Your Name].***