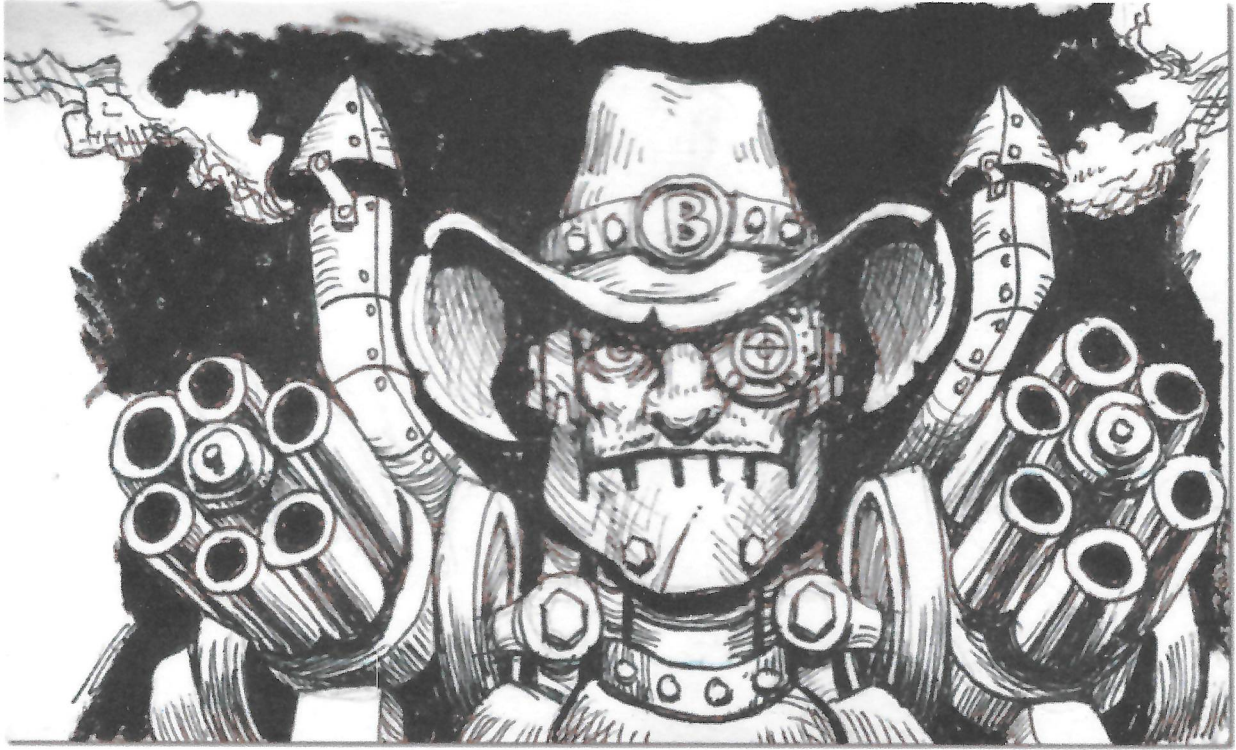


Bionic Bart Start:

This is such a fantastic sketch, it captures everything that is necessary for this mode!

- 1) Looks Like Arnold
- 2) Mini-guns (Predator) make it threatening
- 3) Steam/Stove-pipes make it look comical (like he's going to overheat).

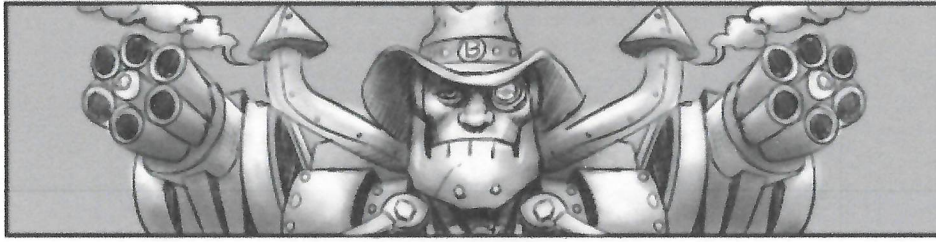


Whatever you want to do with this to introduce him is fine with me - Scroll him up, have him bust through a wall, etc.

Once he is fully on-screen, I would like to run frames where:

- a) his stove-pipes emit steam
 - and
 - b) his mouth can open and close (I would control this in sync w/ some speech, like Dracula in MB).
- 1) I am a bionic bart unit.
 - 2) Prepare for Annihilation Cowboy
 - 3) Time for Payback Lawman
 - 4) I am the new Sheriff in town etc.

Bionic Bart Background —



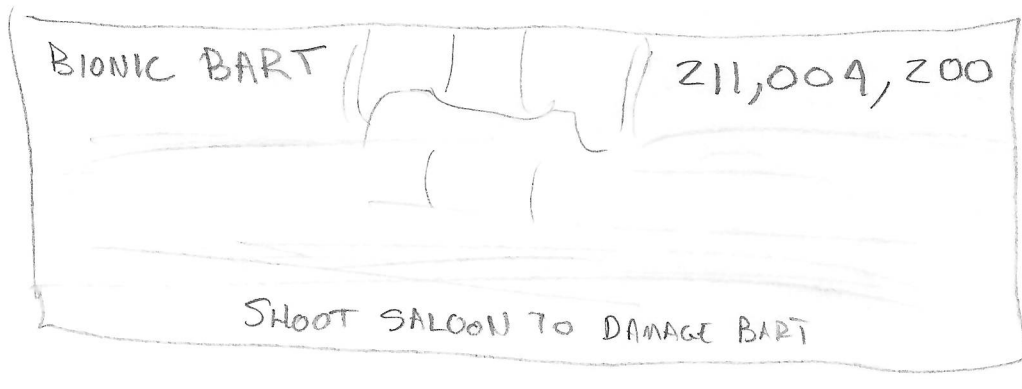
This needs to show —

Title of mode —

Player score —

Instructions —

ex:

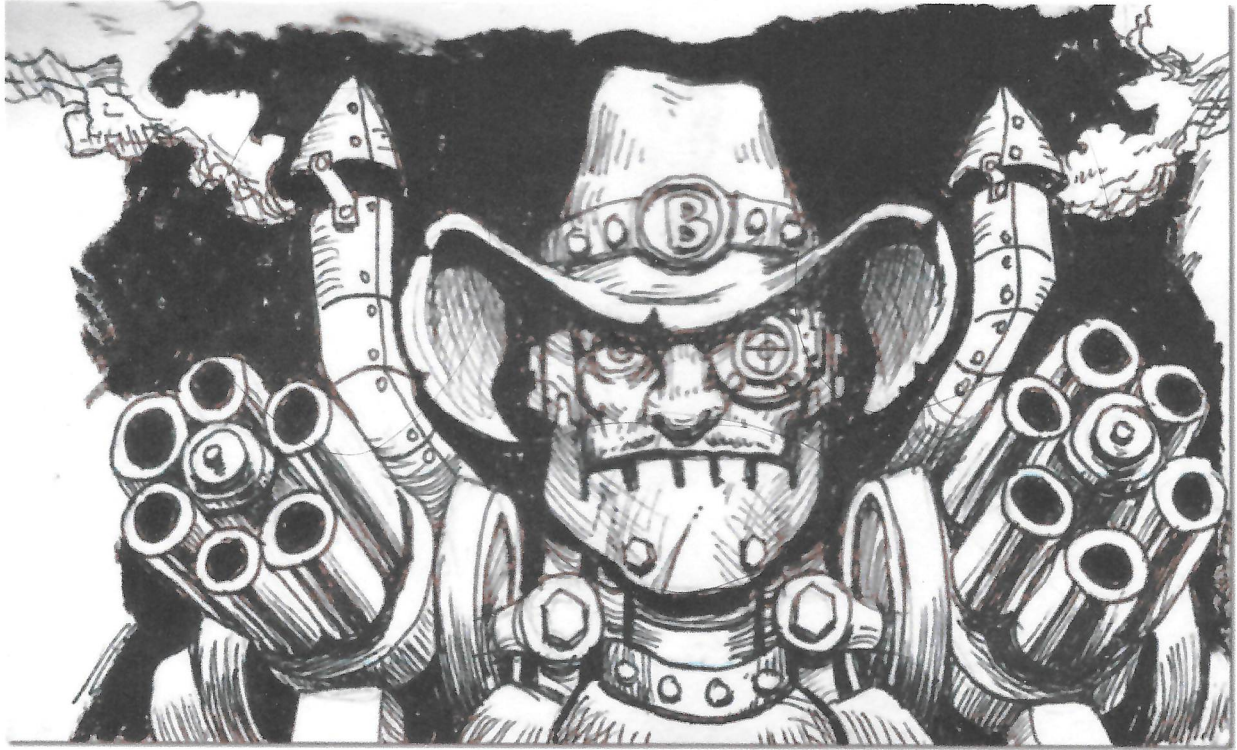


Will try to keep text away from art

Bionic Bart Background:

would like to get 3 sets of animations (loops):

- 1) fully working (just like the sketch below)
- 2) 2/3rds working (one of the pipes bent over, dented hat/jaw, etc.)
- 3) 1/3rd working (both pipes bent over, hat severely dented, jaw smashed, etc.)



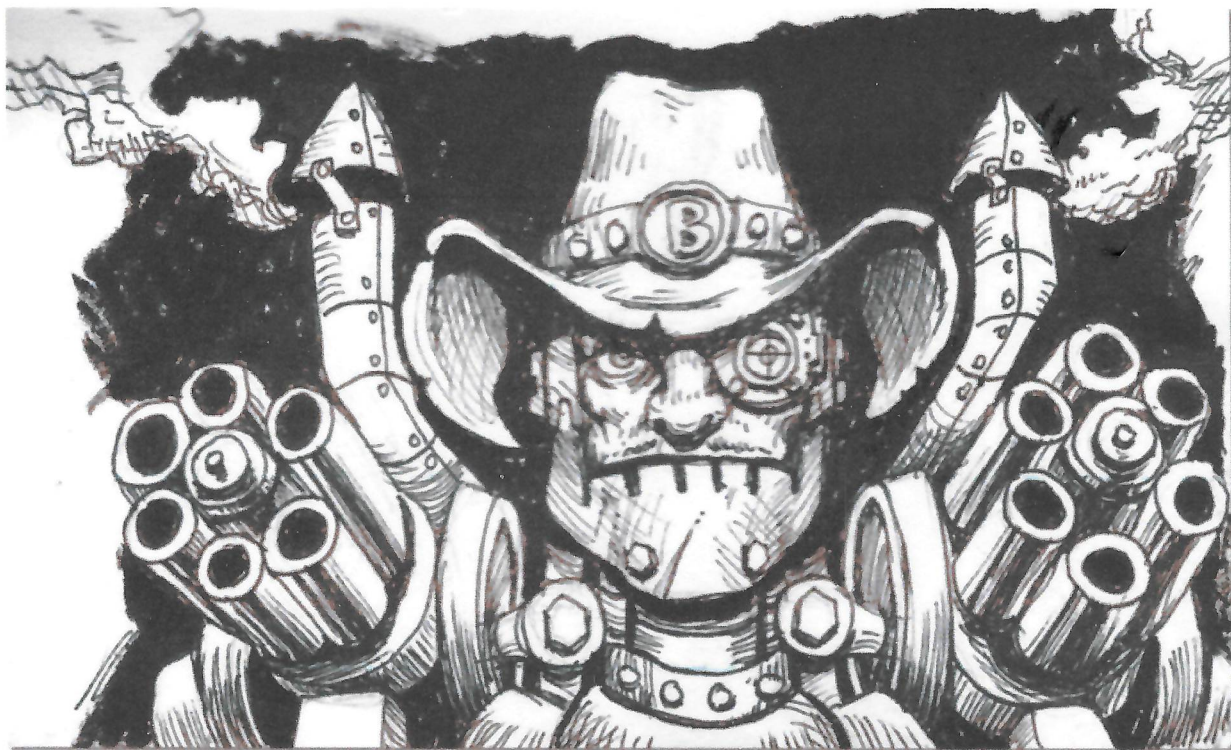
These should loop, pipes emit steam w/ separate movement for jaw to do rudimentary timings w/ speech: (tossouts / taunts):

- 1) Pony carbon unit
- 2) Pony carbon-based life form
- 3) Eat my tire treads cowpoke
etc.

Bionic Bart Hit/Jackpot

would like to get 3 sets of animations:

- JACKPOT [1) Left Gun Hit (sparks, pushes back + returns)
[2) Right Gun Hit (sparks, pushes back + returns)
HIT [3) Face Hit (this one is really big + pushes him
back, off screen; replace w/ score when he's small enough)



after "face hit" w/ score, bart returns to "background".

If bart was at 100%, he returns to $\frac{2}{3}$ rd %

If bart was at $\frac{2}{3}$ rd %, he returns to $\frac{1}{3}$ rd %

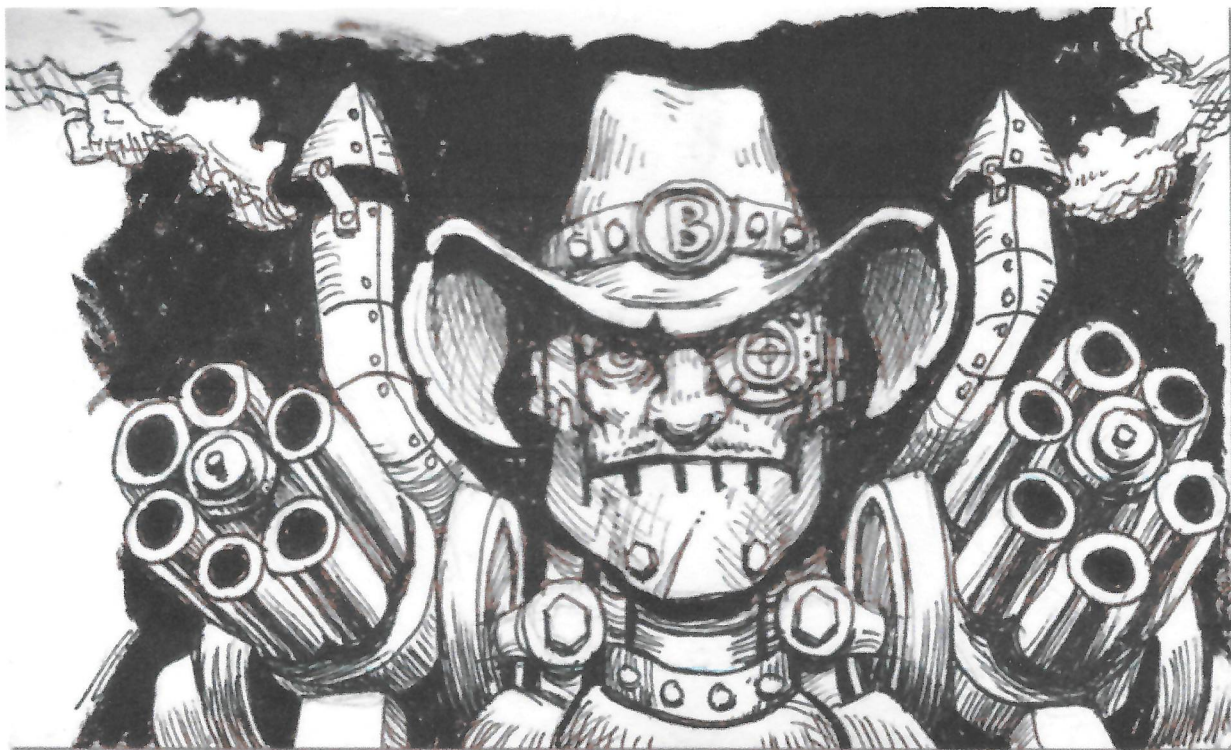
Left hit + right hit return to same % background

This is therefore $3 \times 3 = 9$ animations unfortunately,
but it is a wizard mode.

Bionic Bart Shooting:

Would like to get 3 sets of animations:

- 1) fully working
- 2) $\frac{2}{3}$ rd working
- 3) $\frac{1}{3}$ rd working



Bionic Bart

1) Points his guns down towards the ground

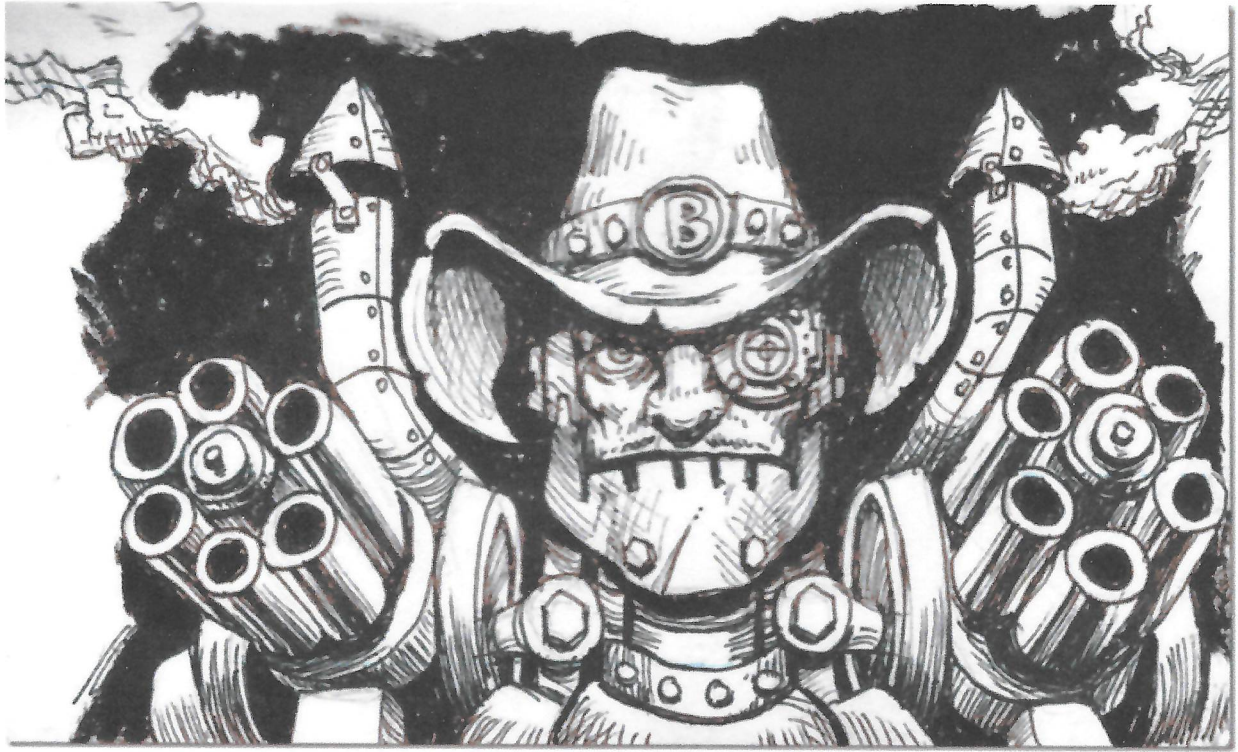
///
 (say 10 frames or whatever)

2) Then, be able to loop shooting
 (say, 5 frames for each shot)

Bart recoils w/ each shot fired
 will light up shots on playfield in sync w/ this

Bionic Bart Completed!

This starts from the 1/3rd background image, a pinball hits Bart in the jaw, upper-cut style (like punch-out or rock-em sock-em robots), his head comes off, and then he overloads / short-circuits w/ lots of electricity and sparks and then he explodes into pieces.



Then show:



once done, show broken pieces of Bart on ground, show head detached from body w/ broken weapons laying detached next to him w/ broken pipes / body parts

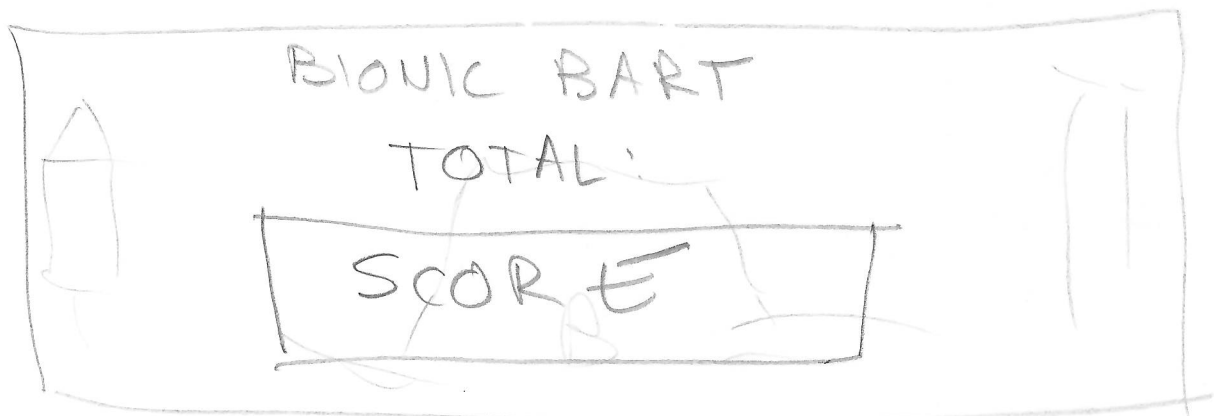
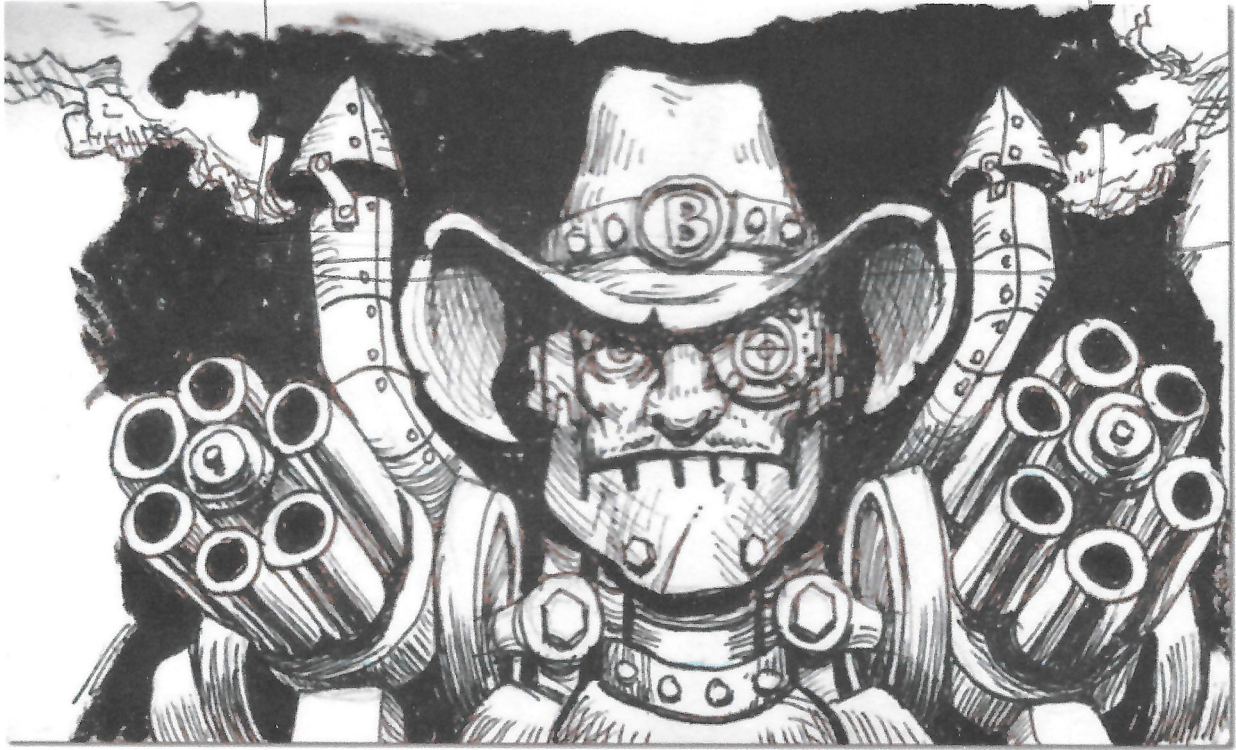
Show head on ground w/ jaw barely moving + do closing speech:

- 1) I'll be back
- 2) please send me to an authorized service representative

Bionic Bart total:

Hopefully we could get away w/ just using this Part:

Display



if Bart has been defeated then maybe show
hat and pipes banged/up damaged