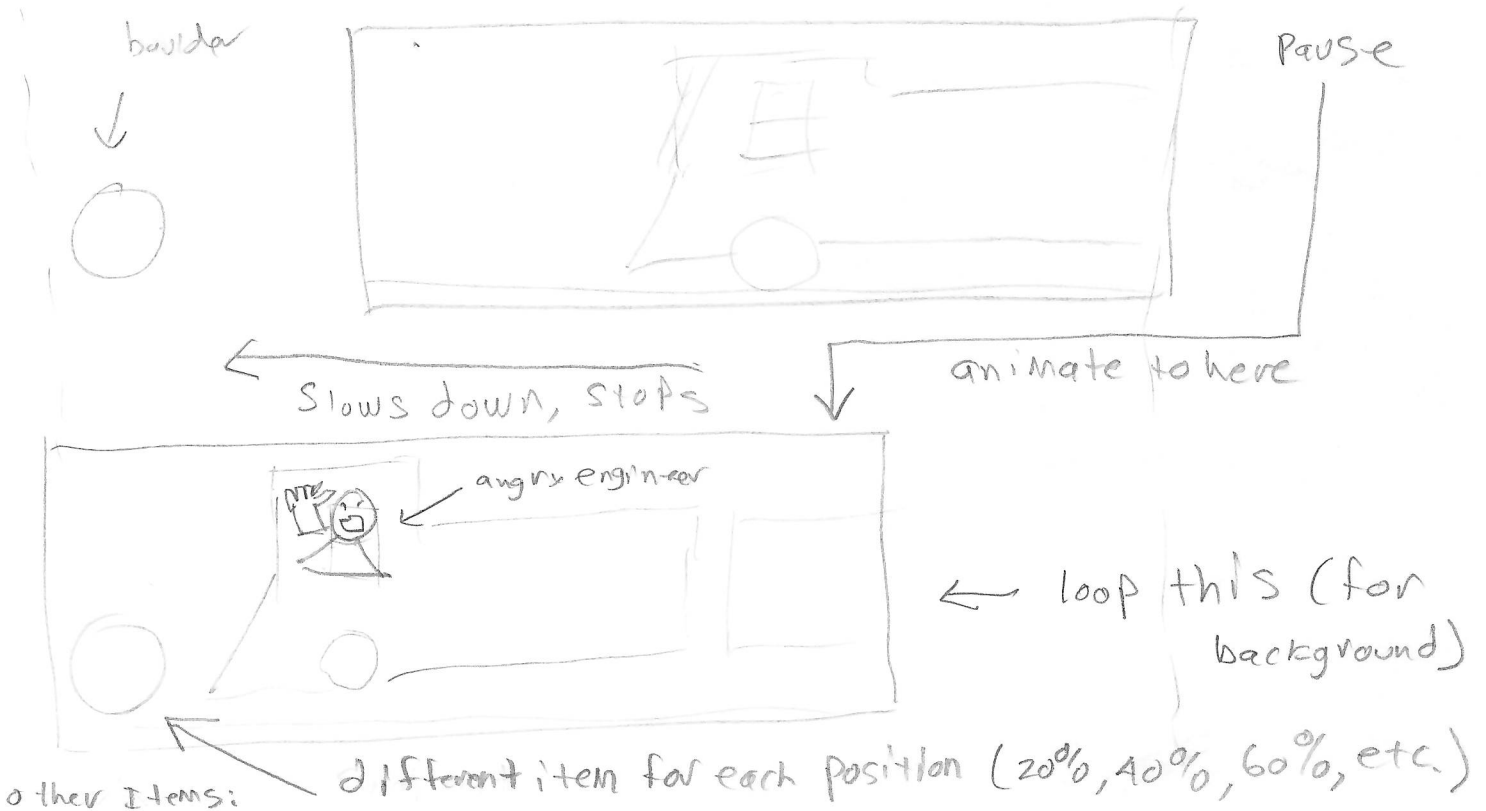


Marshall Multiball (Part 1) Start + Transitions + Background

From Jay/Sam document:

This is sort of the reverse of Save Polly – you want to get the **train** to the end, but the bad guys have put things on the track to stop the **train**.

✓ We start the **train**, and it goes about 20% down the wireform, and stops. The dots show a boulder blocking the tracks. Player must hit the center **train** ramp, and we dynamite the boulder (maybe use common Bally/Williams explosion for continuity) removing the boulder from the track. Then the **train** starts up again and goes to about 40%. This time, we show that the bandits put something different on the track like a tree trunk - repeat until the **train** gets to the end and escapes. The different items will let us emulate the 90's Bally/Williams humor, and of course one of the items will be a cow.



other items:

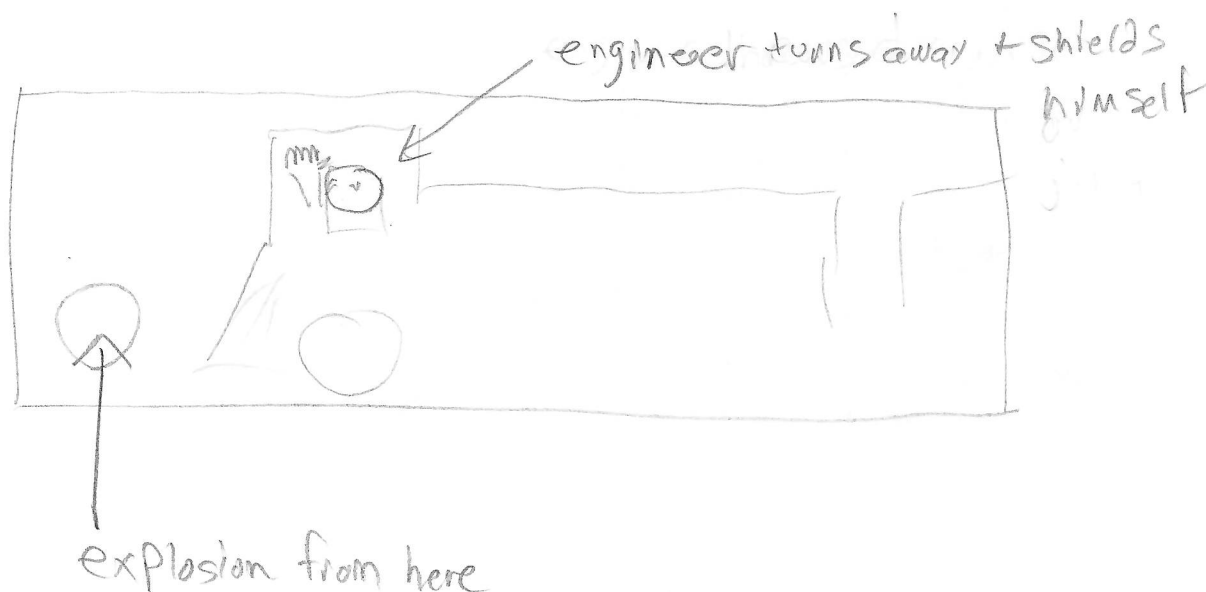
- tree blocking tracks
- cow, - (Move your cow!)
- Sheep, deer, goat, burrow, etc.
- handcar?
- Pile of dirt/gravel/coal, etc. (rubble from mountain/tunnel)
- rabbit
- Black Rose Pinball machine

Marshal Multiball (Part 1) Award

From Jay/Sam document:

This is sort of the reverse of Save Polly – you want to get the **train** to the end, but the bad guys have put things on the track to stop the **train**.

We start the **train**, and it goes about 20% down the wireform, and stops. The dots show a boulder blocking the tracks. Player must hit the center **train** ramp, and we dynamite the boulder (maybe use common Bally/Williams explosion for continuity) removing the boulder from the track. Then the **train** starts up again and goes to about 40%. This time, we show that the bandits put something different on the track like a tree trunk - repeat until the **train** gets to the end and escapes. The different items will let us emulate the 90's Bally/Williams humor, and of course one of the items will be a cow.



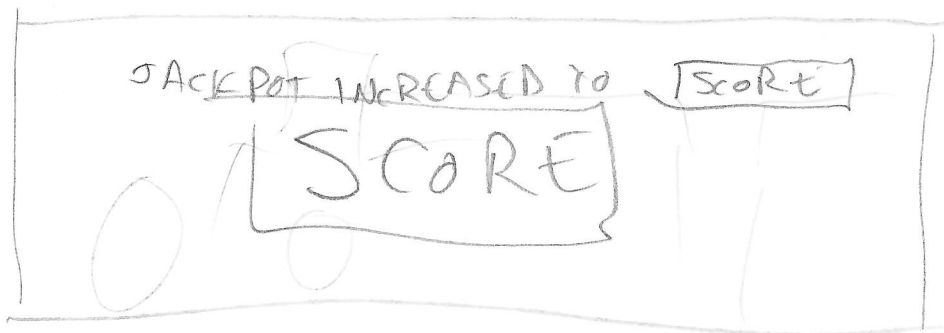
Marsha Multiball (Part 1) Loop Shots increase Jackpot

From Jay/Sam document:

This is sort of the reverse of Save Polly – you want to get the **train** to the end, but the bad guys have put things on the track to stop the **train**.

We start the **train**, and it goes about 20% down the wireform, and stops. The dots show a boulder blocking the tracks. Player must hit the center **train** ramp, and we dynamite the boulder (maybe use common Bally/Williams explosion for continuity) removing the boulder from the track. Then the **train** starts up again and goes to about 40%. This time, we show that the bandits put something different on the track like a tree trunk - repeat until the **train** gets to the end and escapes. The different items will let us emulate the 90's Bally/Williams humor, and of course one of the items will be a cow.

For this we could just put text over the background loop with a stinger/fanfare



Marshal Multiball (Part 2) start

After destroying the 5th object, the train

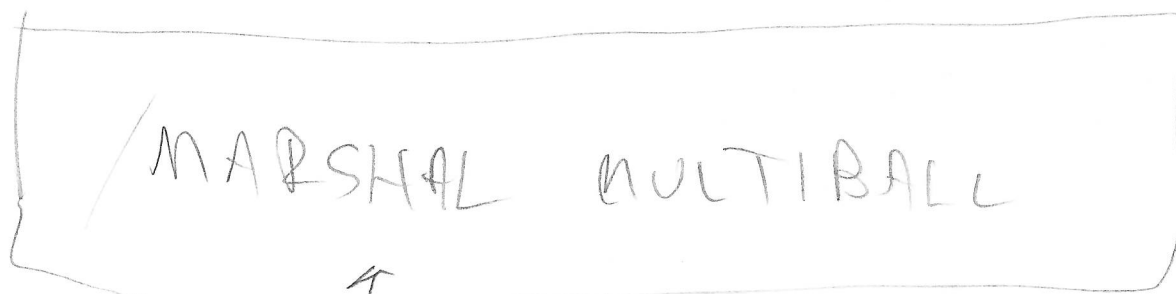
Pulls up to cactus canyon station and stops. once the train is stopped, a swarm of bad guys empty out of the train and start laying waste to the town -



show Jackpot, then → Bad guys pile out of the train

Polly speech about needing the Marshal

then
"marshal multiball"



Draw this over the train that is stopped

Marshal Multiball (Part 2) Background

For this there would be bad guys running around the town shooting their pistols and wreaking havoc. The backglass is a good reference for what the town is supposed to look like:



Render the title, player score, and instructions, etc. on the background page

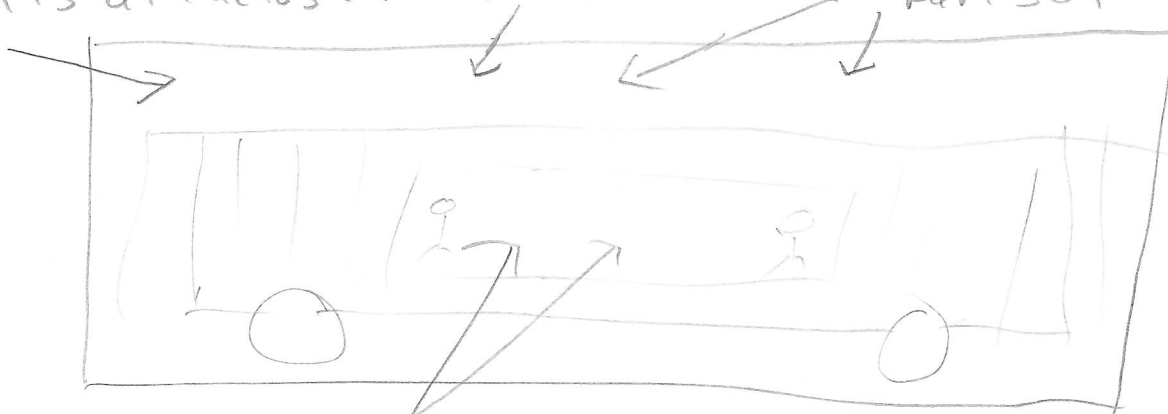
Marshal Multibell (Part 2) Train Jackpot

Show bandits/bad guys in train w/ dynamite

tossed in + explosion

Context is
train is at cactus canyon station

Background shows
Part of town
(train
is
at the
station)



Car doors open w/ bad guys

explosion from center of car (throw explosive

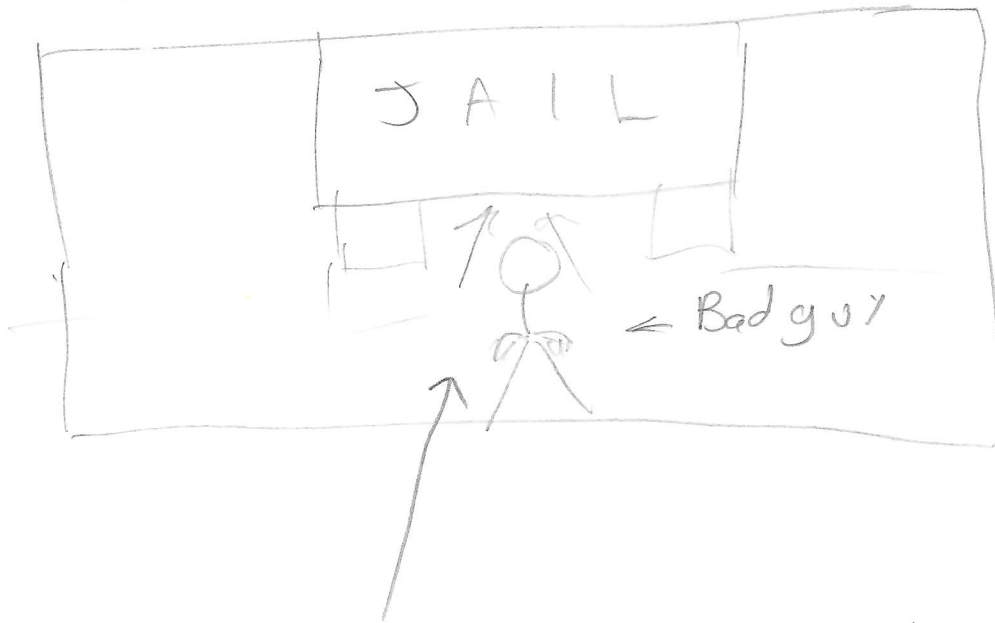
in 2 or 3 frames)

then show score:

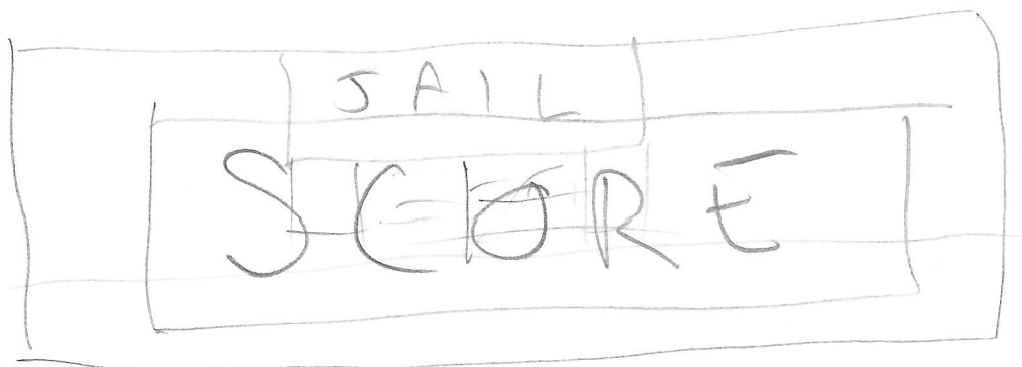


Marshal Multiball (Part 2) Bad Guy Hit

For this one it needs to be a good impact sound of hitting the bad guy and I would like to continue the story of the bad guys coming to town, the marshal (Player)'s, putting them in jail: Rounding them up and



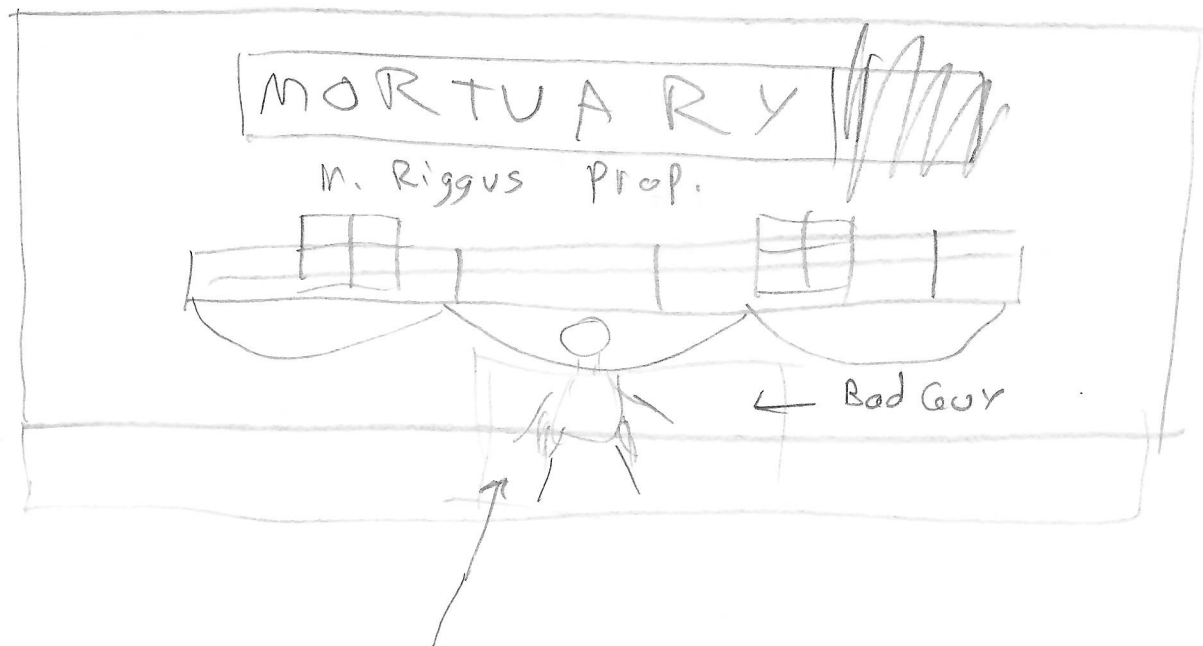
Bad guy gets hit and blown back into the Jail, will show "JACKPOT" or SCORE on top of the jail screen afterward.



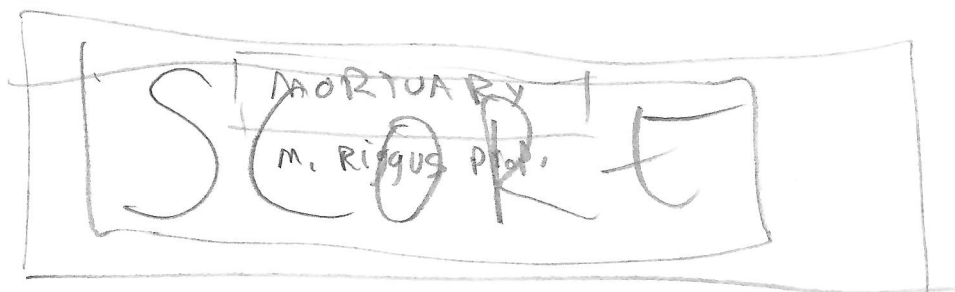
Marshall Multiball (Part 2) Bad Guy Hit (2)

This is the same as above but with the mortuary instead of the jail:

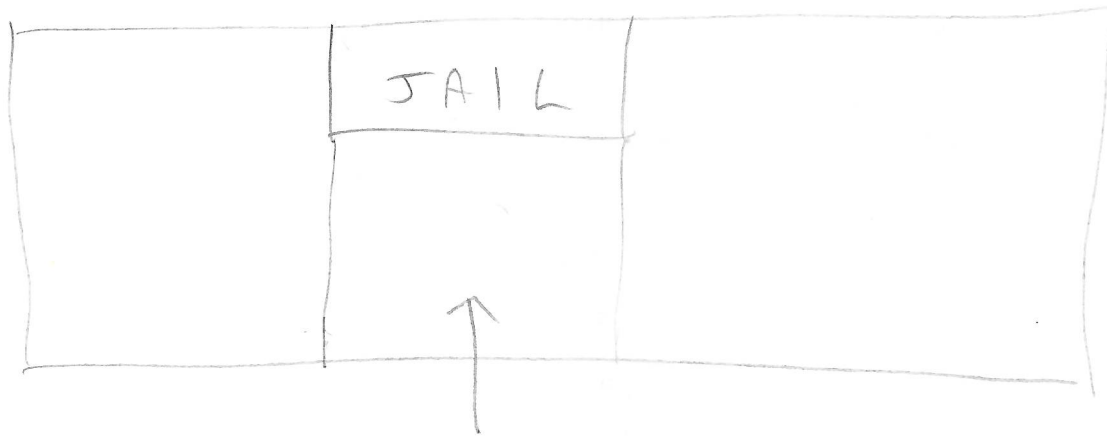
(see backglass)



Bad guy gets hit and blown back into the mortuary. Will show "JACKPOT" and SCORE on top of the mortuary screen afterward (or handle it using a fade):



Marshal Multiball Super Jackpot



Blow up the jail

explosion fills the screen



charmed, Smoking, (loops)

will render "Super Jackpot" + then later the score over this

cheatum: "we're going to need a bigger jail"