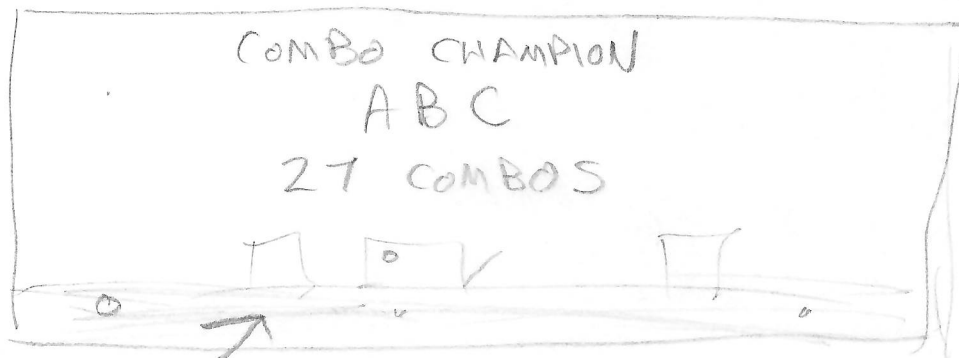




Combos HSTD in Attract mode:



Stuff looks like it has been shot up
(reused)

Single Static frame

Can Re-use Art from combos in game but can
make it look different (stuff is shot up)

Combos Level Award Art!

CACTUS CANYON : Combo v.1

12/18

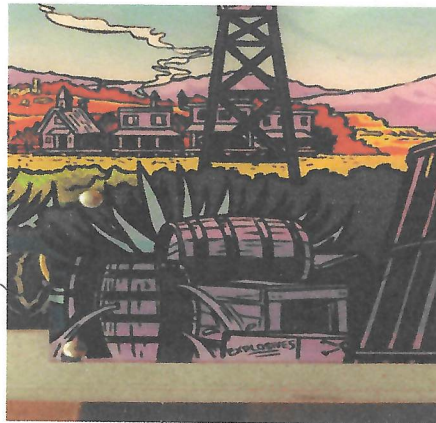


→ replace w/ "5-WAY COMBO"

COMBO:
5 WAY
125,000
5 MORE FOR STAR

Some kind of explosion that fills the screen to reveal: ~~text~~

Back panel art



Maybe barrels or crates of TNT are what cause the explosion

125,000 COMBOS COMPLETED
↑
COLLECTED

Also

125,000
GUNFIGHT IS LIT

entire effect would take ~3 seconds

COMBOS ART

CACTUS CANYON : Combo v.1

12/18

I
really
like
this! →

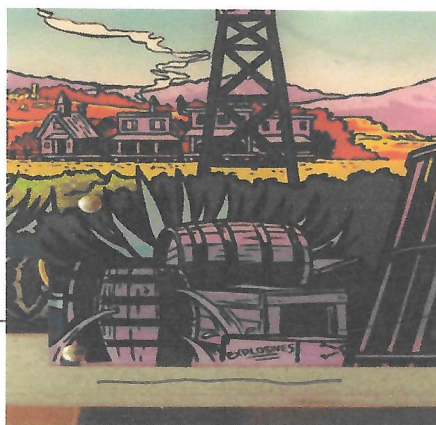


5 items = 5 combo inserts

COMBO:
5 WAY
125,000
5 MORE FOR STAR

(Left Loop,
Left Ramp,
Center Ramp
Right Loop,
Right Ramp)

back
Panel art →



maybe barrels
or crates of TNT (not too
high) fill in space

Text:

5-WAY COMBO ← (large, 1 line)

Show w/ 1 of 5 different items being shot
when item is off screen: ~ 1 sec)
fade (either dim or off completely, dim
might look better)

125,000 ← smaller
5 MORE FOR STAR ← 2 lines

entire effect would take 3 seconds