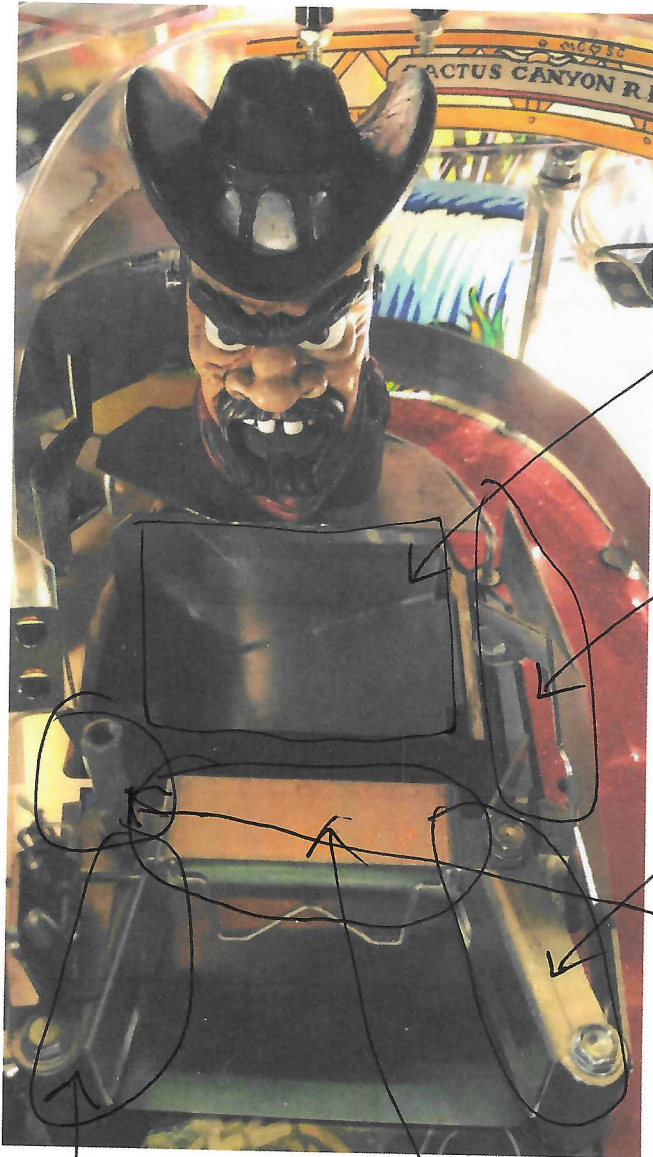


Cactus Canyon Update (HARDWARE)

Preliminary 0.1

Lighted Saloon Entrance with WANTED posters of Bart Characters

The saloon area looks very rough and unfinished. There is a lot of exposed metal that doesn't help to sell the fact that this is a saloon:



metal

metal

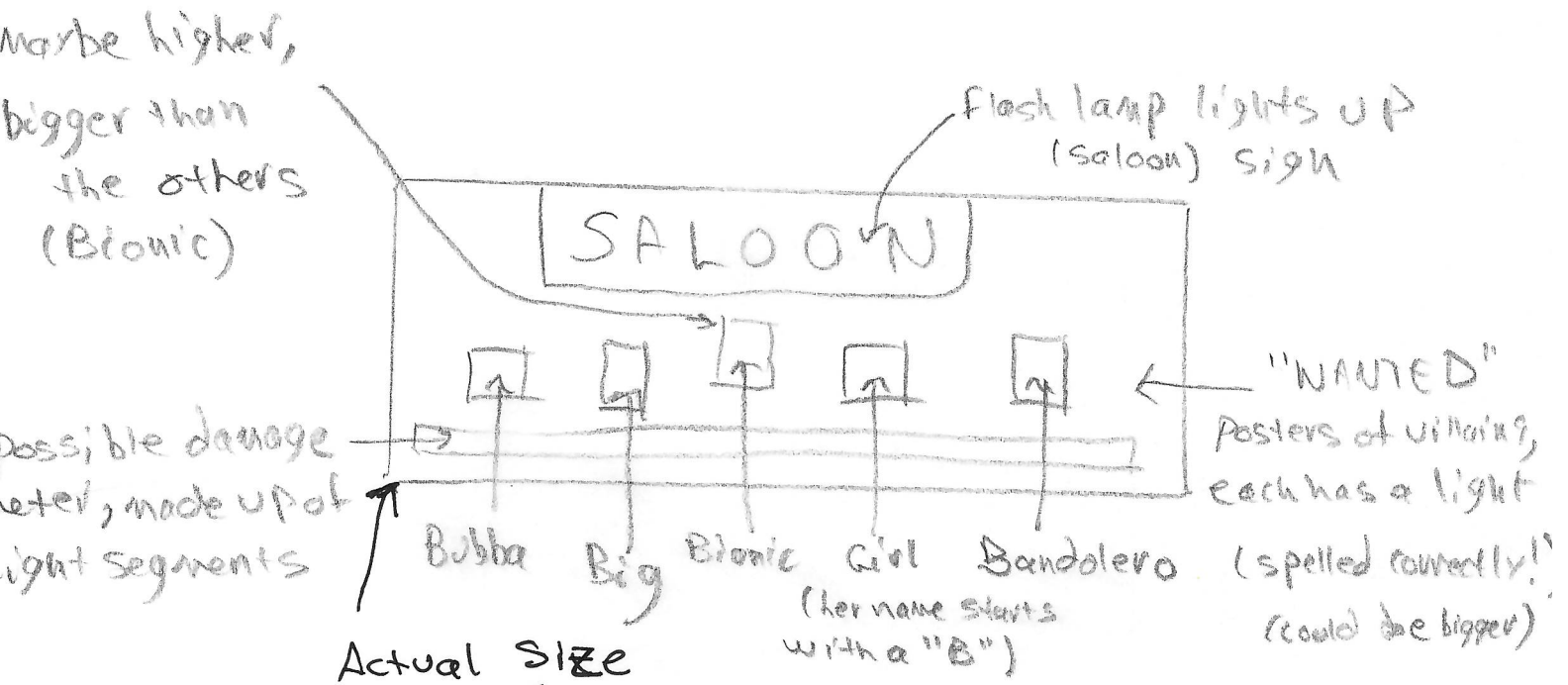
metal

metal post w/ ball
hangup washer (missing)

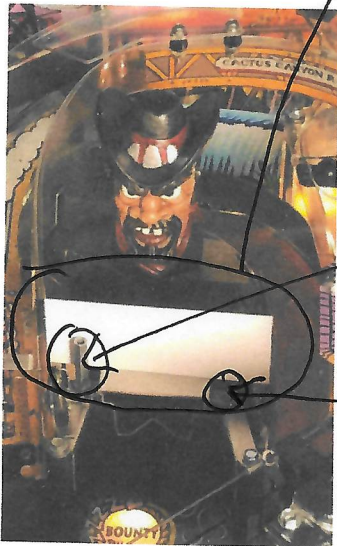
more metal

even more metal

For this area, I would like to add a custom sculpted saloon entrance sign (rough programmer drawing below):



The sign would mount on top of the existing hardware:



Remove hex post, use for mounting
(no longer any need for ball hangup
washer)

use for mounting

This would help cover up the metal area and give the area a more finished look.

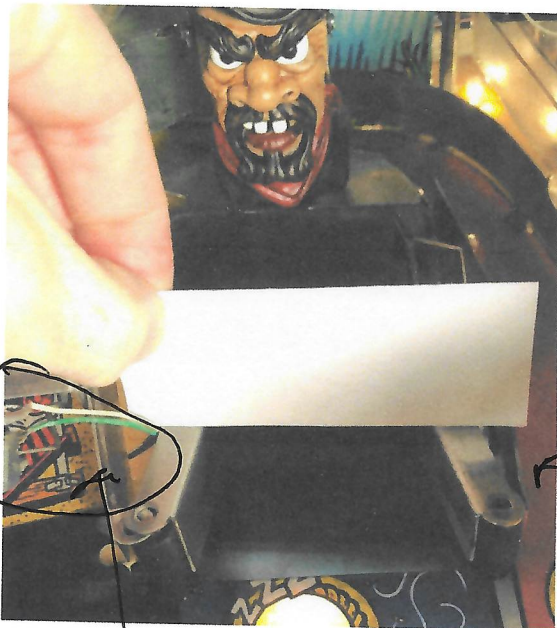
It also solves the problem where the player never knows where they are in the Bart sequence. Another option would be to remove the saloon entrance switch and replace it with new ball guides that include an optical switch:



Remove Switch

Add opto

This would allow the sign to be mounted a bit lower, which would give everything a cleaner look (the sign could probably be a bit bigger as well, as it needs to NOT block the mechanical Bart head):



cleaner area, looks nicer

Remove

Mine Entrance Lanterns

One of the problems I have when playing the game is that I never know how many balls I have locked for Gold Mine Multiball. It would be useful to have status lights for the locks:



existing
MINE flasher
inside
boulder

NEW!

Indicator for
"Lock 1"

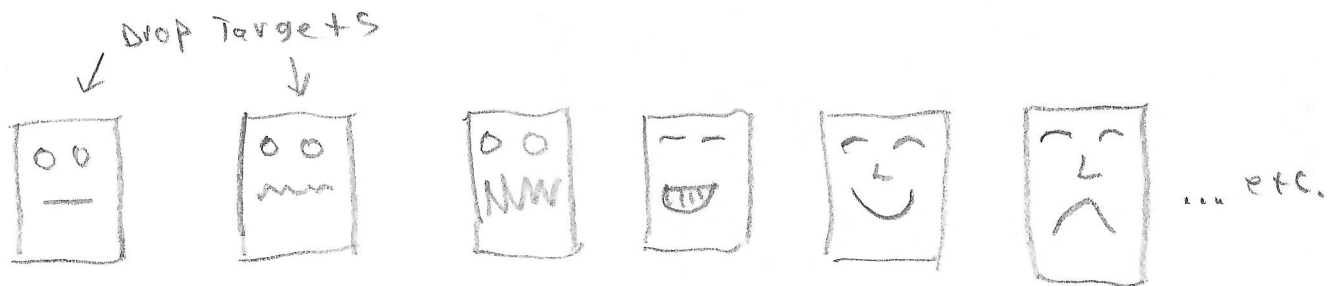
Indicator for
"Lock 2"

Thematically, these would be the warning lights/lanterns you see at the entrance to a mine. They would probably need to be green in order to match the color of the "LOCK" insert on the playfield. These would let the player know how many balls are locked for Gold Mine Multiball without flipping through the status report.

Custom Sculpted Drop Targets

The drop targets are rather plain and uninteresting. Thematically in the game, they represent the “BAD GUYS”, yet they don’t seem to have any personality to them.

The original intent seemed to be that these were individual characters. Rather than using suede lexan stickers (or some such), it might be interesting to mold the characters’ faces into the drop targets themselves:



In the old days of 60s Gottlieb (Sky Jump, etc.), they used to hot-stamp the targets with numbers and symbols. Maybe there is some process we can use to achieve an effect for the “BAD GUY” characters.

To add a software component, we could give the owner a utility to set the “character” for each target and record some new speech (ouch, ow, and other short speech phrases when hit) that match the voices to the printed character on the drop target.

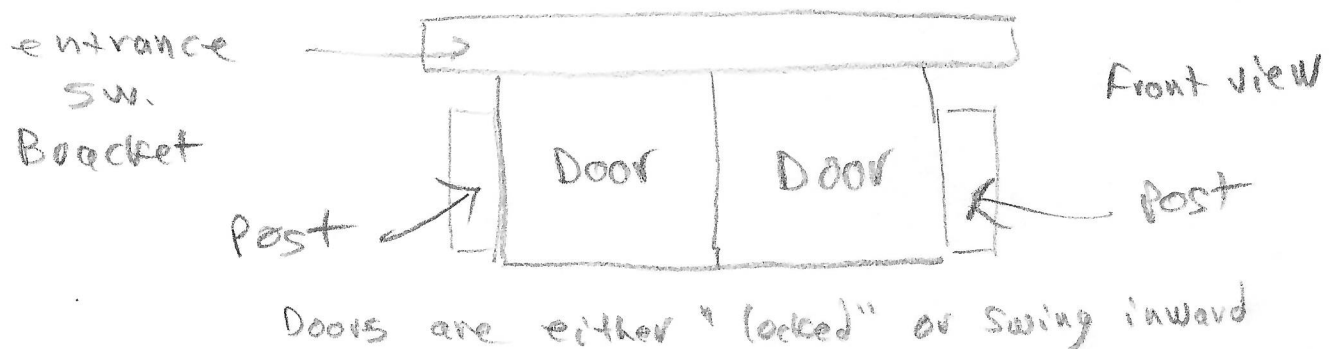
(This is probably the weakest idea unless the drop targets end up being really cool and reasonably inexpensive to design and make.)

Saloon Doors

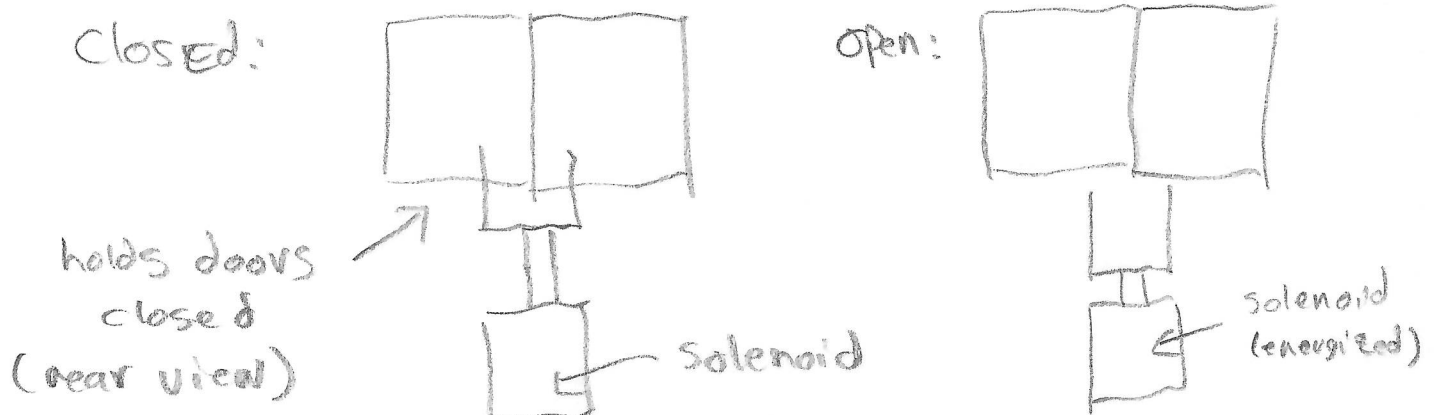
This idea was explored by the original design team and was abandoned due to various issues. It is too bad because the saloon area is in desperate need of an additional mechanical state where the player isn't always shooting the ball into the Bart head. Right now, it becomes mind-numbing to shoot the saloon/Bart area over and over, as it results in a lot of "dead ball time" where the player isn't flipping the ball and interacting with the rest of the game. It takes a lot of time to get the ball back, and the ball doesn't always register the Bart head when hit.

Also, the shot is not risky to shoot (the ball always ends up in the Bart trough for a controlled return), and it is too easy to plow through all of the Bart characters/modes without ever feeling the excitement or risk of losing the ball.

I think we should explore adding saloon doors back to the game, but I am not sure the best way to do this. It would be great if they looked like saloon doors and fit under the ramp entrance switch:



Perhaps the doors could "lock" into place using a coil, similar to the crate in Scared Stiff:

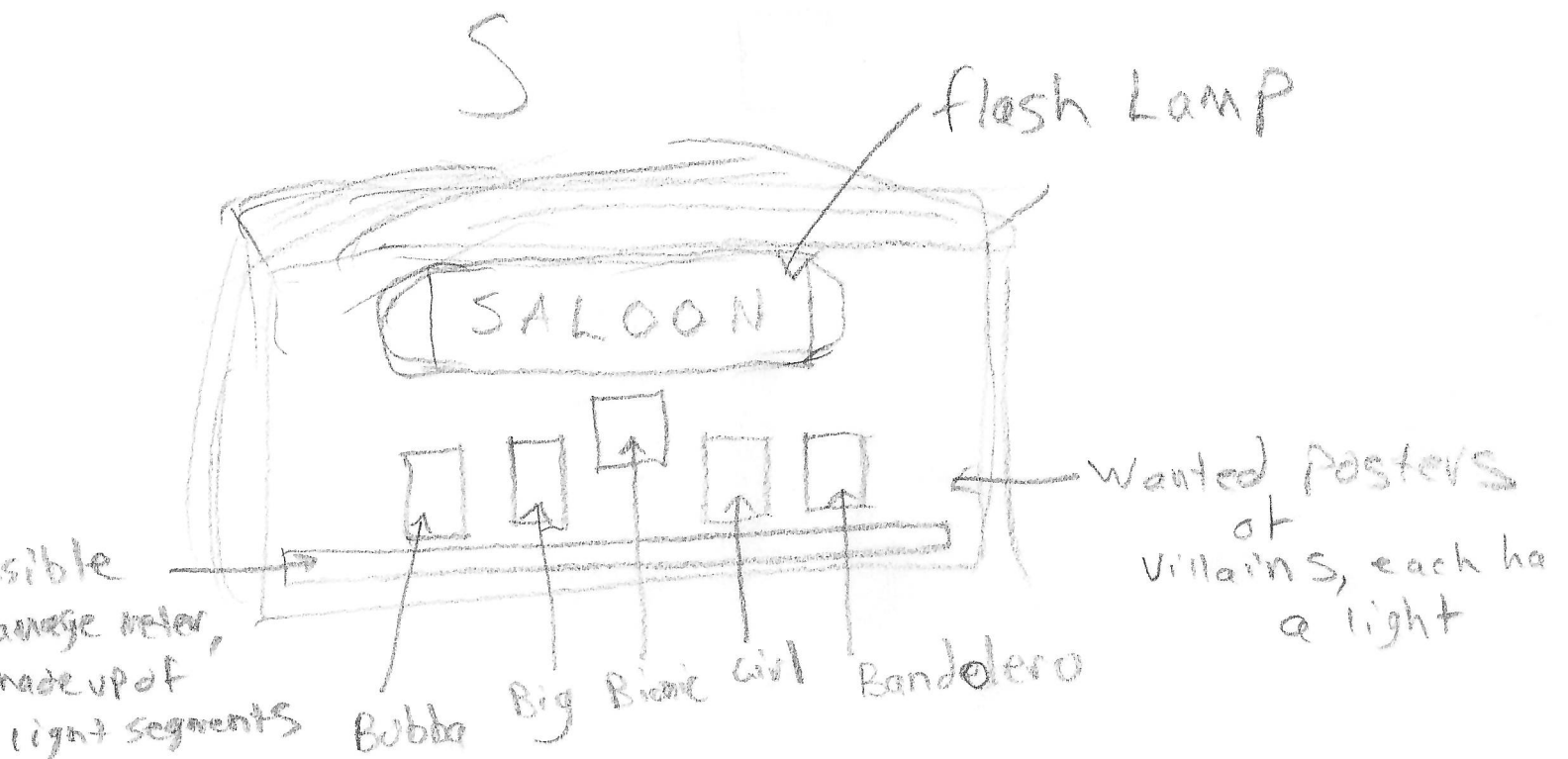
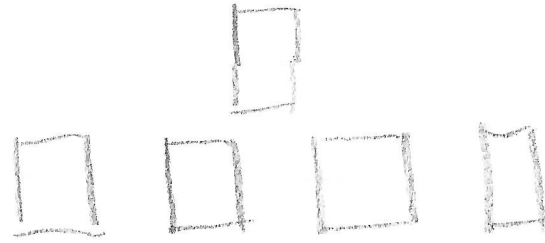


I guess I am more interested in having an additional mechanical state (i.e. hit the saloon doors and have the ball come back down the playfield instead of always going into the Bart hole) than I am with the

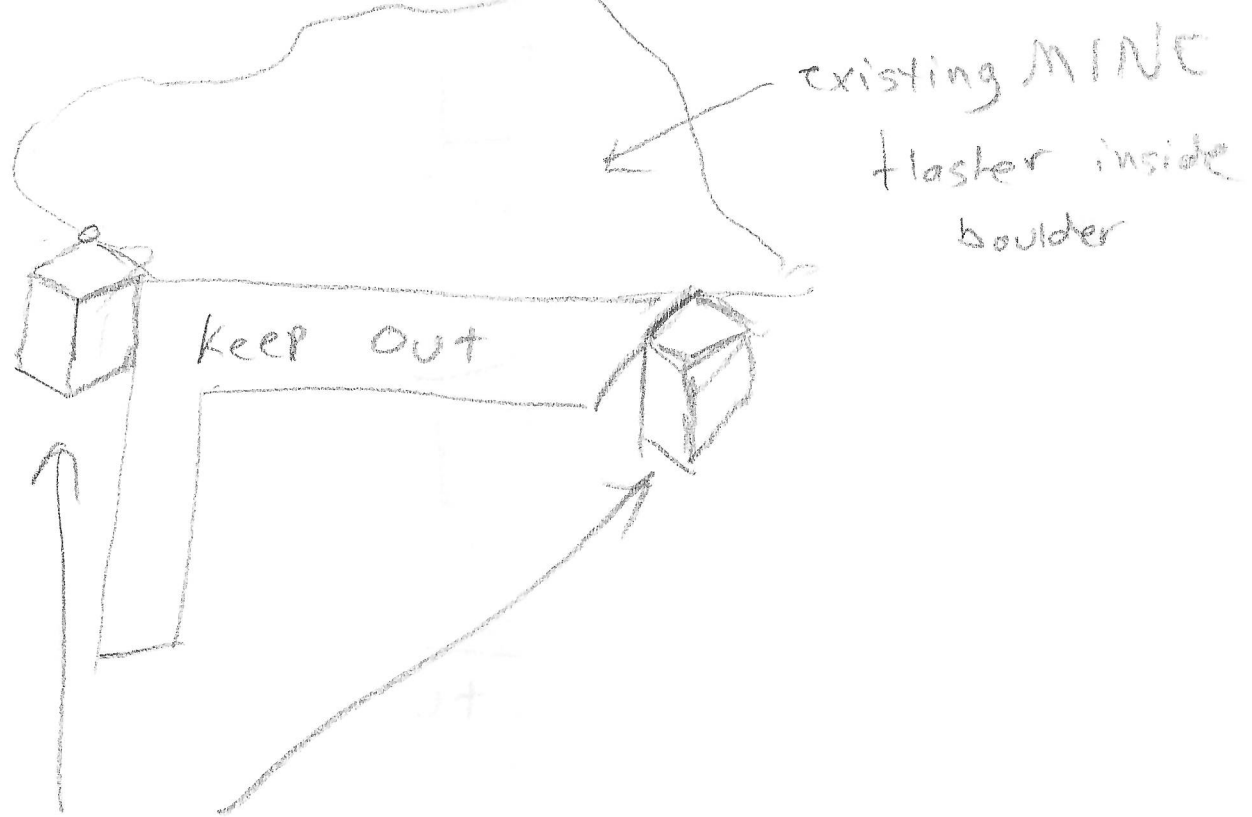
esthetics of whatever we come up with looking exactly like saloon doors, but of course, they should probably look like saloon doors.

Whatever we do with this, if it requires new holes/prick punches in the playfield, this is something we should do to the playfield before shipping the game, that way the end user will not have to drill holes or use a prick-punch to spot new holes for screws, etc.

SALOON



- helps cover up metal area (looks rough, unfinished)
- have to be careful not to go too high where it blocks ~~the BART head~~ the BART head
- solves the problem of never knowing where you are in the BART sequence
- should be easy replacement, and there is already a pole in the playfield for the entrance switch and posts to mount the hardware



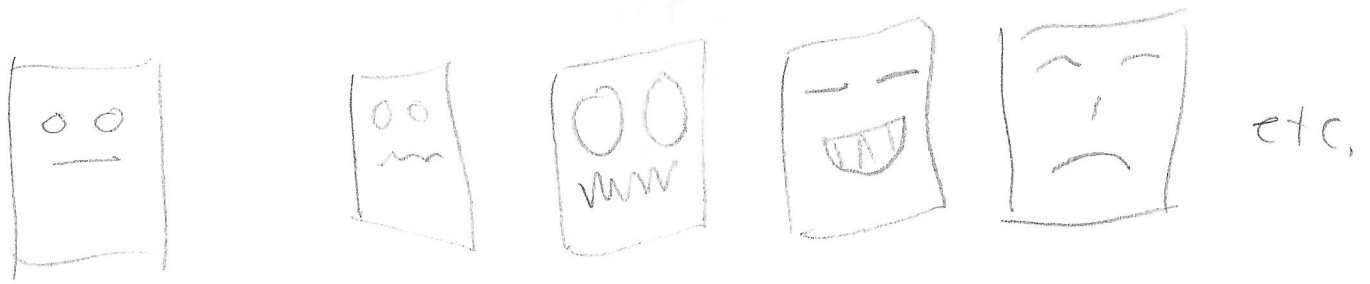
NEW:

mine entrance lanterns -

Status for Ball 1 Locked and Ball 2 Locked

- lets the player know how many balls are locked
For Gold Mine Multiball without flipping through the
status report

- Should be an easy replacement, as there is already
an access hole for the mine flasher



- gives uniqueness + personality to the bad guy
- Characters
- could match up character w/ assignments to position in code (as a setting)
 - this is probably the weakest idea unless the drop targets end up being really cheap to design + make

... (did I say that already?)
... introducing a new Bart by hitting the Bart head