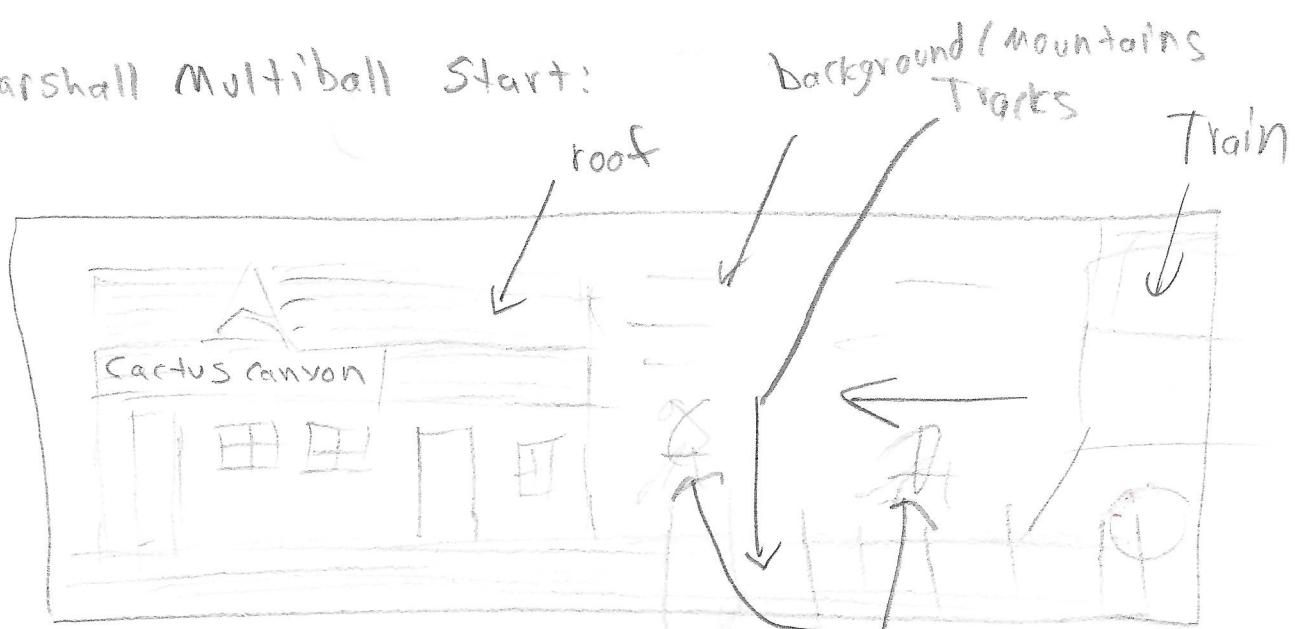
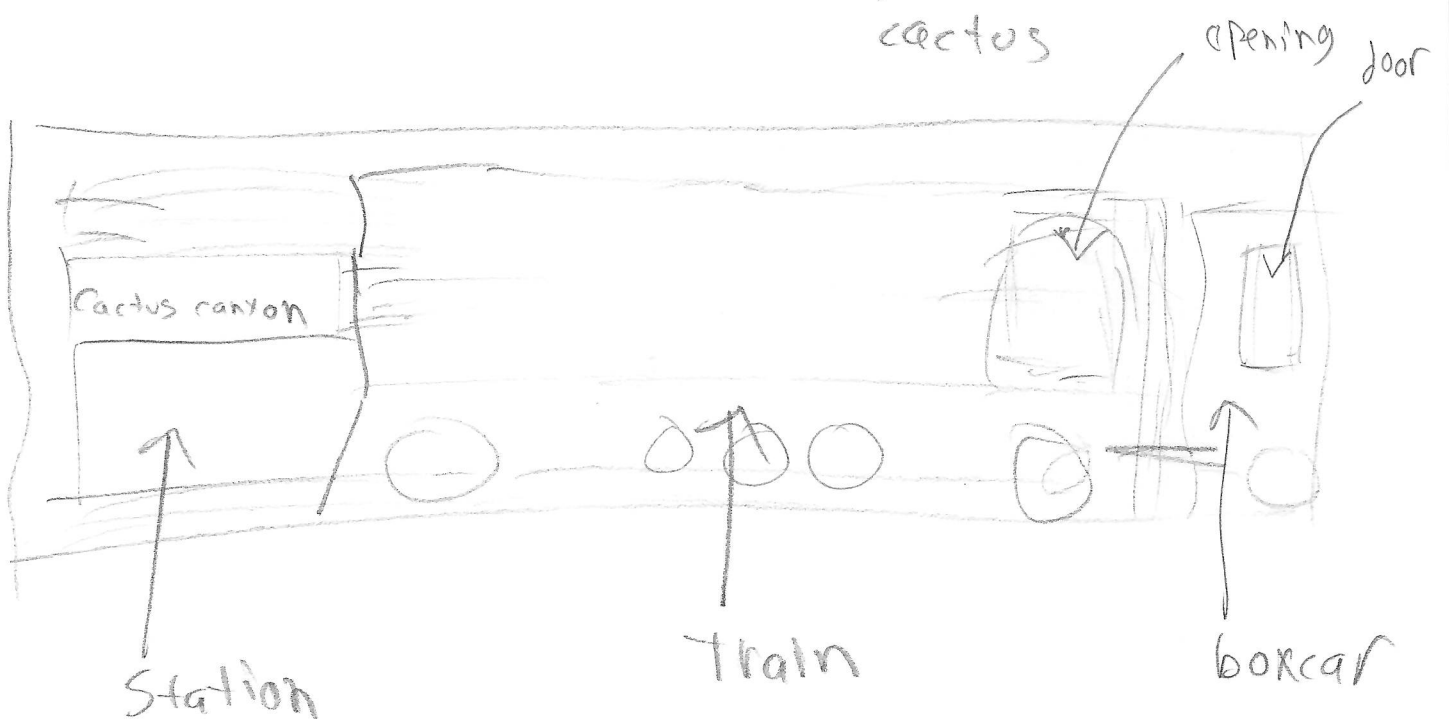


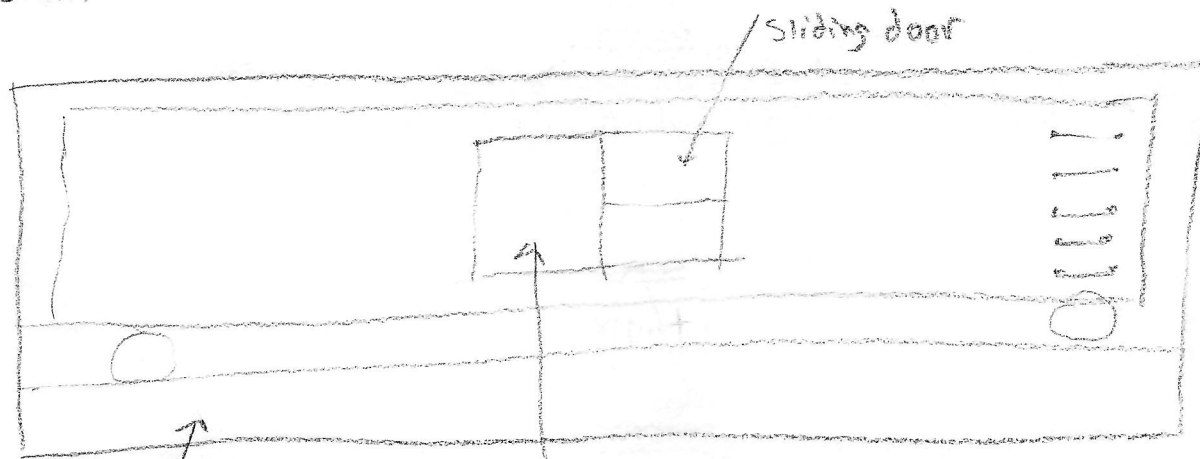
Marshall Multiball Start:



Train enters from right to left + pulls up to the Station:



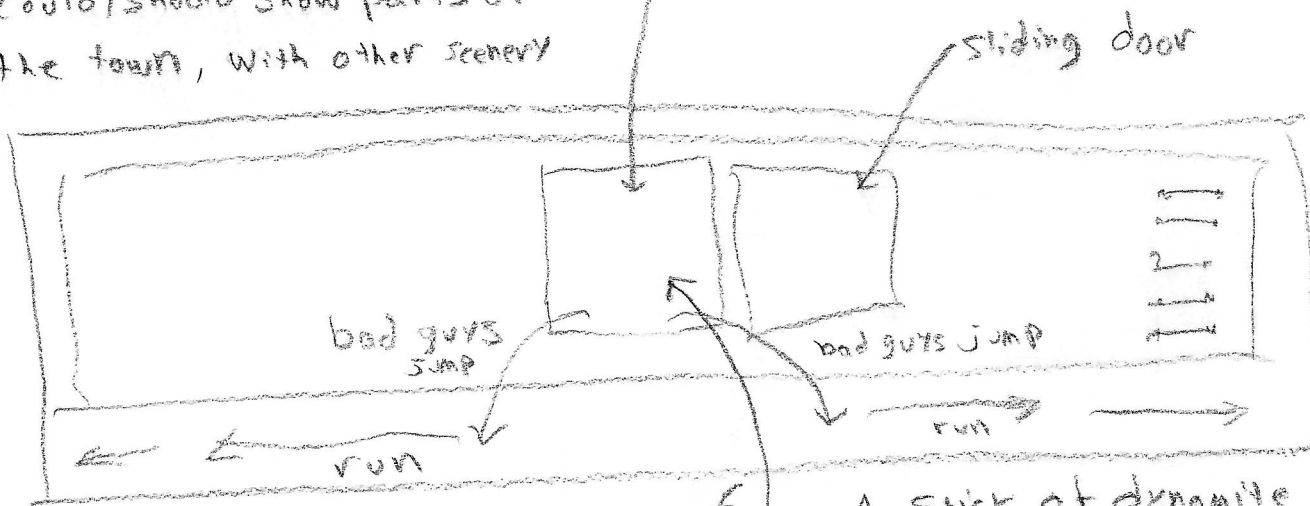
Marshall Multiball Train Jackpot



Train is at cactus canyon station,

So the background could/should show parts of the town, with other scenery

Centered, open



A stick of dynamite is thrown into the boxcar from off-screen

As the dynamite is thrown into the boxcar, about 4-5 bad guys jump out of the boxcar, land on the ground, and run off-screen to the left and the right.

This should happen fairly quickly, probably in 20 frames or less?

Marshall Burro - (Donkey)

This is similar to the "Marshall Cows" animation, except that the background should be different and the bad guys are pulling the burro, not pushing it:

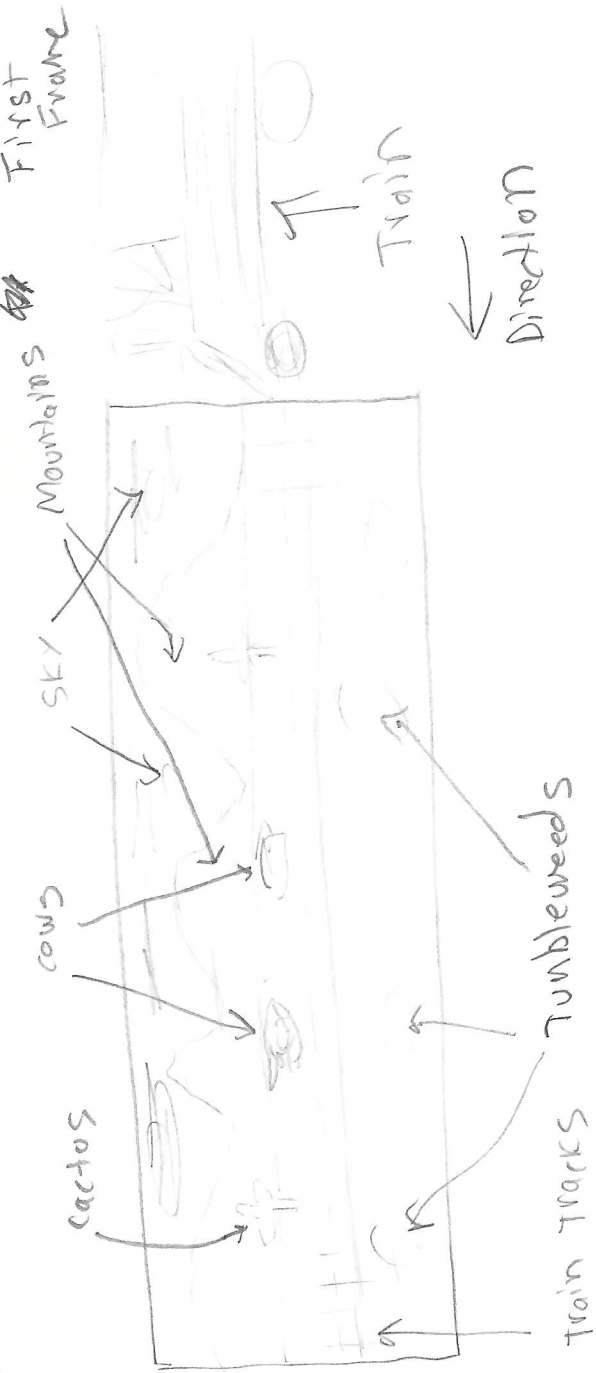
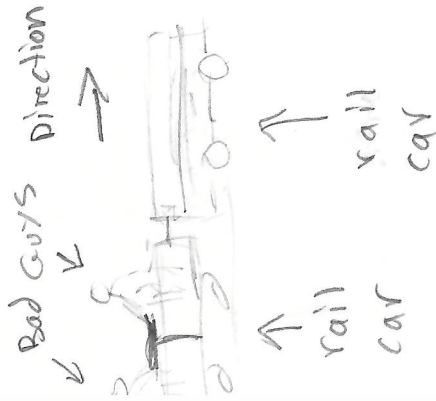


camera follows bad guys / burro until the burro is centered on the tracks (similar to Boulder animation)



when the burro is centered on the tracks, he lays down for a nap (this is the final frame of the animation)

marshall Handcar:

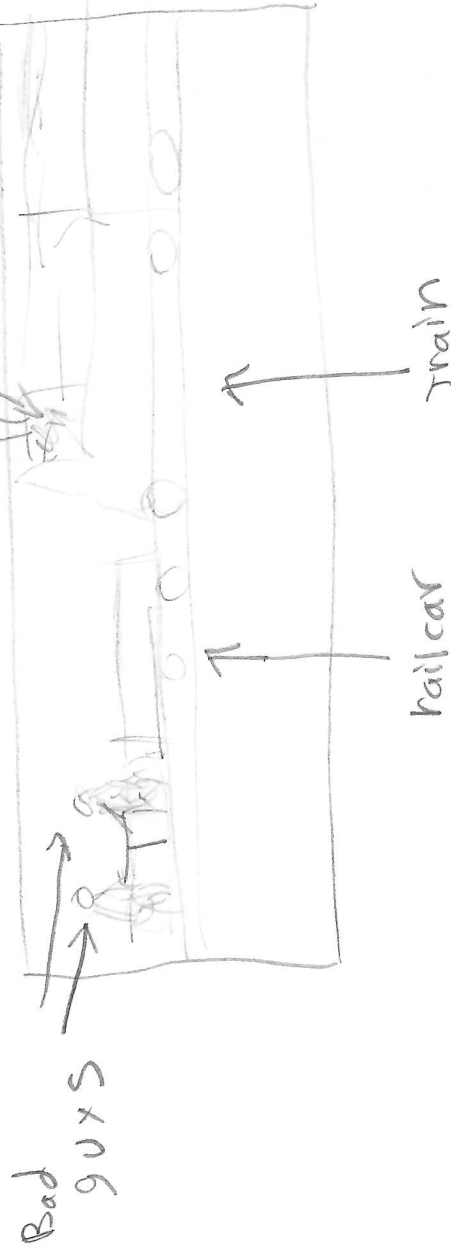


Rail car and train slow down and meet

in the middle:

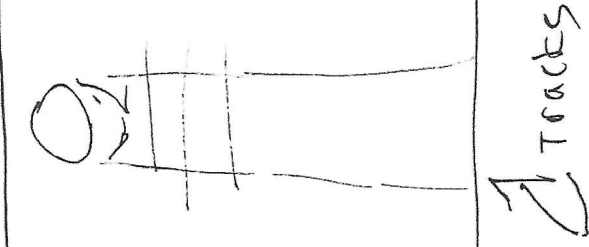
Last Frame

MOVE YOUR CAR!
angry engineer



Marshall Cows:

Train approaching

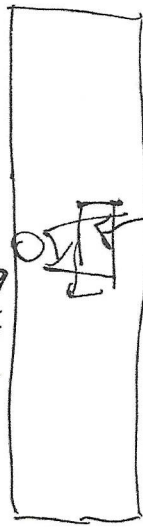


Two bad guys pushing cows onto tracks



Camera follows cows until the cows are centered on the tracks (similar to Boulder animation).

Train



cows centered

← final frame of animation