

Showdown Jackpot

Normally this runs once the 4th BAD GUY (drop target) is knocked down during Showdown and shows "BALL ADDED", we are moving it to "JACKPOT", and the 4th Bad Guy (drop target) Knocked Down will show the normal "Bad Guy Knocked Down" animation

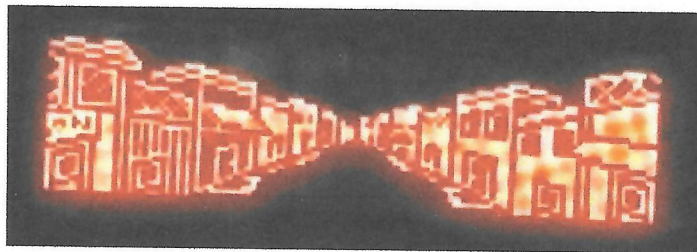
Here we show
the lightning animation:



Followed by:

JACKPOT

Then scroll w/ points over this screen;



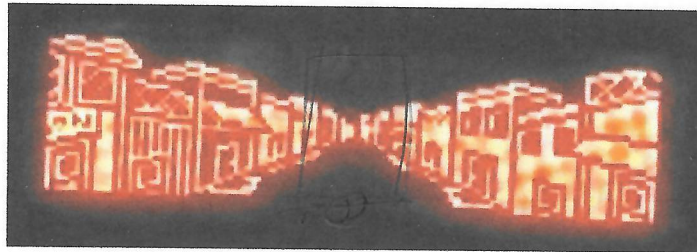
Then zoom out the add-a-ball,

SHOWDOWN MULTIBALL
BALL ADDED

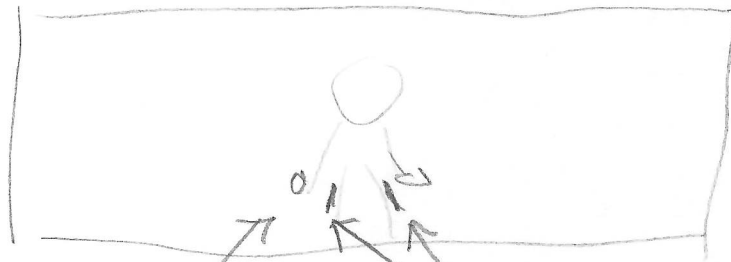
Showdown Big Bad Guy Intro

This runs after

SHOWDOWN MATERIAL
BALL ADDED



↑ positioned here



clenching fists
like he's ready to draw

Two pistols in holsters

BIG BAD GUY —

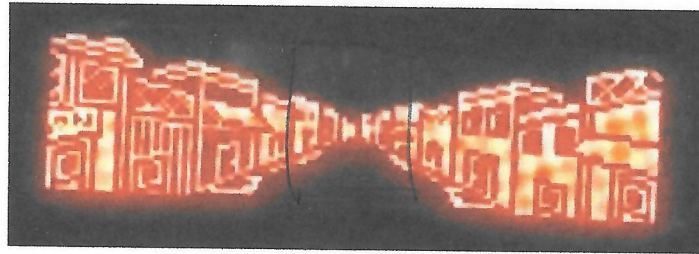
Looks like the bad guy in the topper

Intro is him clenching his fists (in a loop)
and growling / sneering looking mean

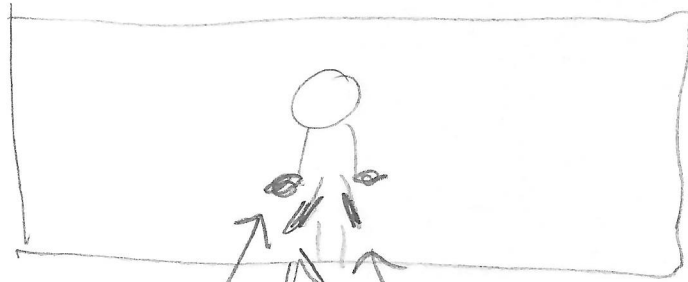
Showdown Big Bad Guy Hit

Same as intro, but bad guy gets hit and reacts like the bad guy in the topper, getting knocked back, but keeps his footing.

will render score over scene after animation has finished



↑ Positioned here



clenching fists
like he's ready to draw

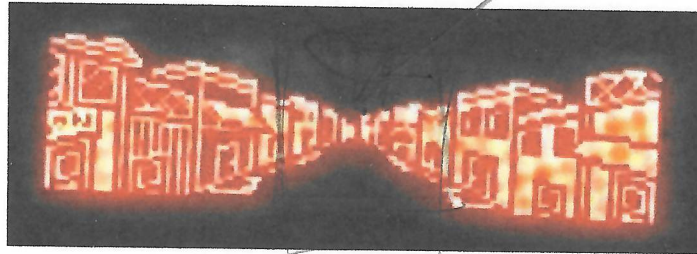
pistols in holsters

BIG BAD GUY

Looks like the bad guy in the topper

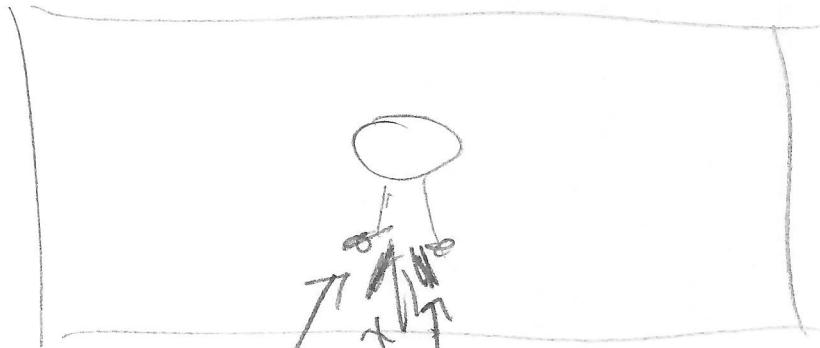
Showdown Big Bad Guy Defeated

Same as intro/hit, but bad guy gets blown all the way to the back of the scene, and there is a big explosion/dust/mushroom cloud in the distance, here



will render text/score over scene after animation has finished

↑ Positioned here



clenching fists
like he's ready to draw

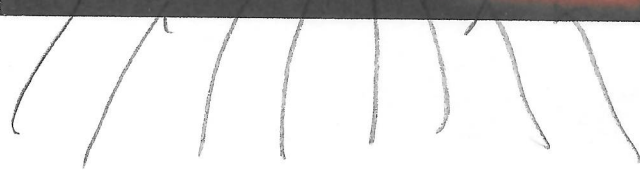
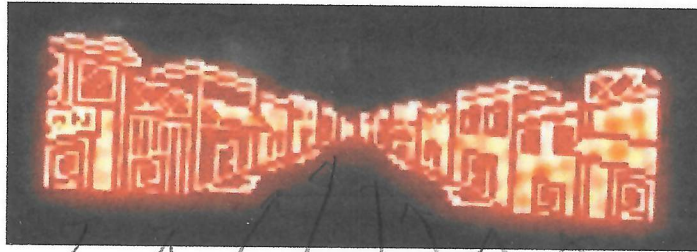
↑ pistols in holsters

BIG BAD GUY

Looks like the bad guy in the topper

Showdown Victory Laps

will show Score over scene w/ stinger/fanfare



People in the Streets jumping up and down,
Cheering