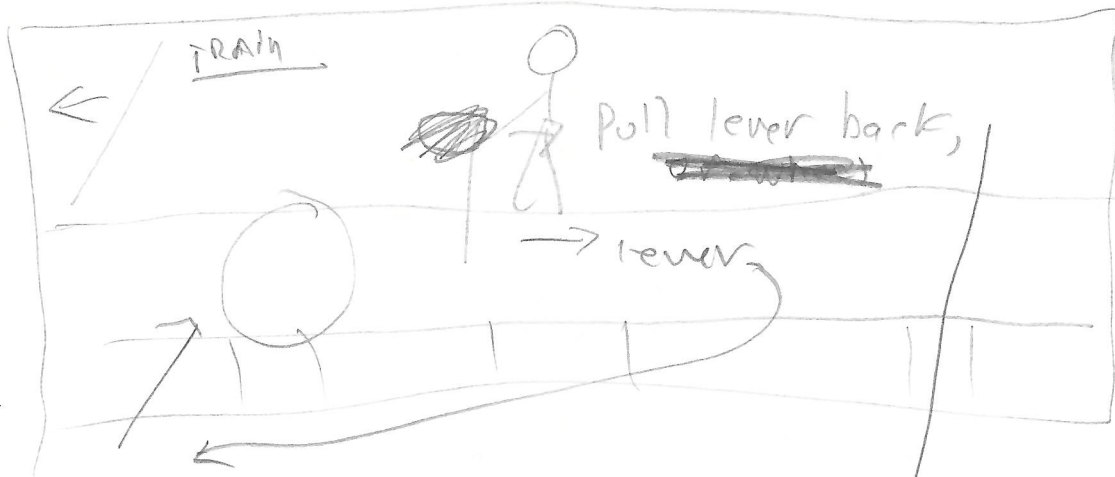


Save Polly Award (center Ramp)



then
sparks, can fill screen, to wipe
to text!

Train uses lever to slow down, stop
~~what?~~

500,000
TRAIN STOPPED

Save Polly Award (Left Ramp / Right Ramp)

The idea here is that Polly is tied to the tracks; her hands are tied to one Rail and her feet are tied to the other:



(Something other than a top-down view would be good I guess)
(maybe at an angle)

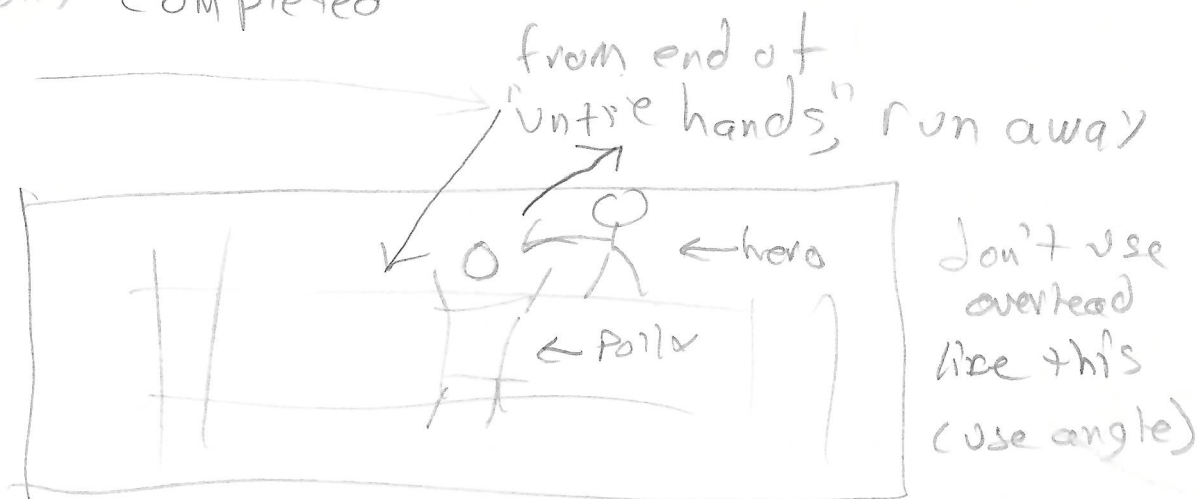
The left ramp represents her hands, and the right ramp represents her feet.

When a ramp shot is made, the hero comes in and goes to untie her → left ramp is her hands and right ramp is her feet

Since there can be multiple ramp shots needed, the animations should work as follows:

- 1) Start state: hands tied, feet tied
animation: hero tries to untie hands
end state: hands tied, feet tied
- 2) start state: hands tied, feet tied
animation: hero tries to untie feet
end state: hands tied, feet tied
- 3) Start state: hands tied, feet tied
animation: hero unties hands
end state: hands untied, feet tied
- 4) start state: hands tied, feet tied
animation: hero unties feet
end state: hands tied, feet untied
- 5) start state: hands tied, feet untied
animation: hero unties hands
end state: hands untied, feet untied $\ast^1$
- 6) start state: hands untied, feet tied
animation: hero unties feet
end state: hands untied, feet untied $\ast^2$

Save Polly Completed
*1-

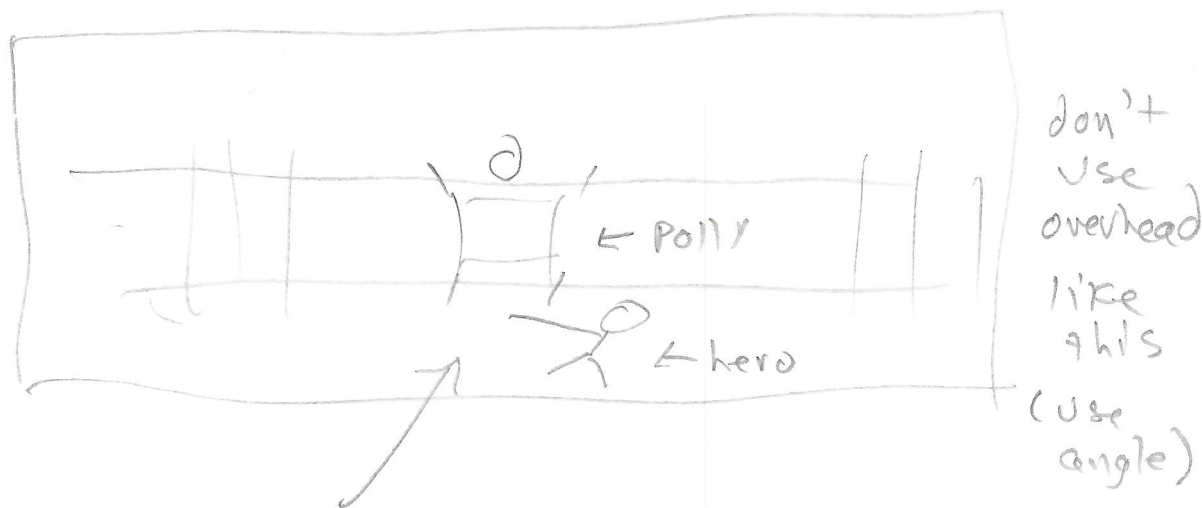


Can cut this short and show

Polly Saved!
2,500,000

once both have moved off-Screen

*2-



from end of "untie feet", run away

Can cut this short and slow:

Polly Saved!
2,500,000

once both have moved off-Screen