

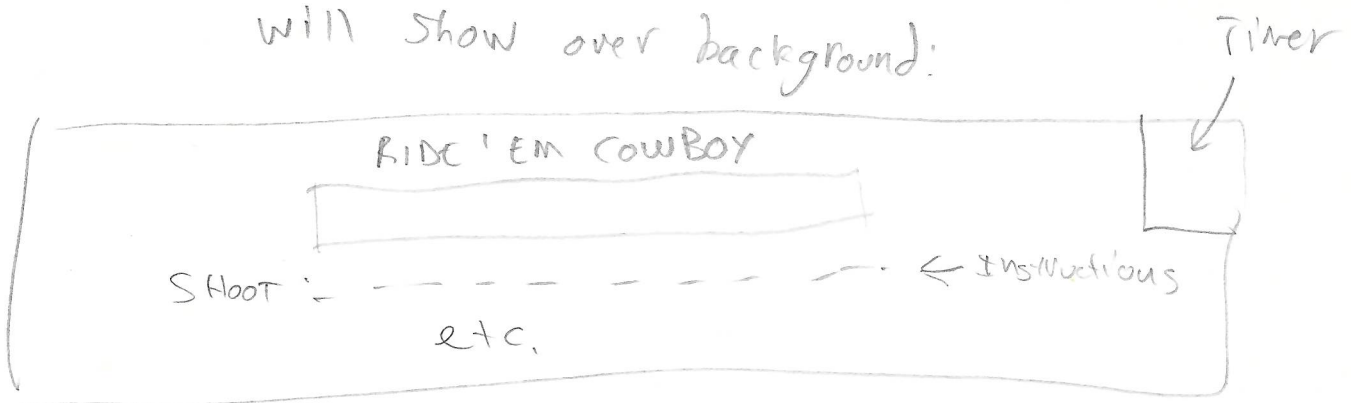
Ride 'Em Cowboy Background



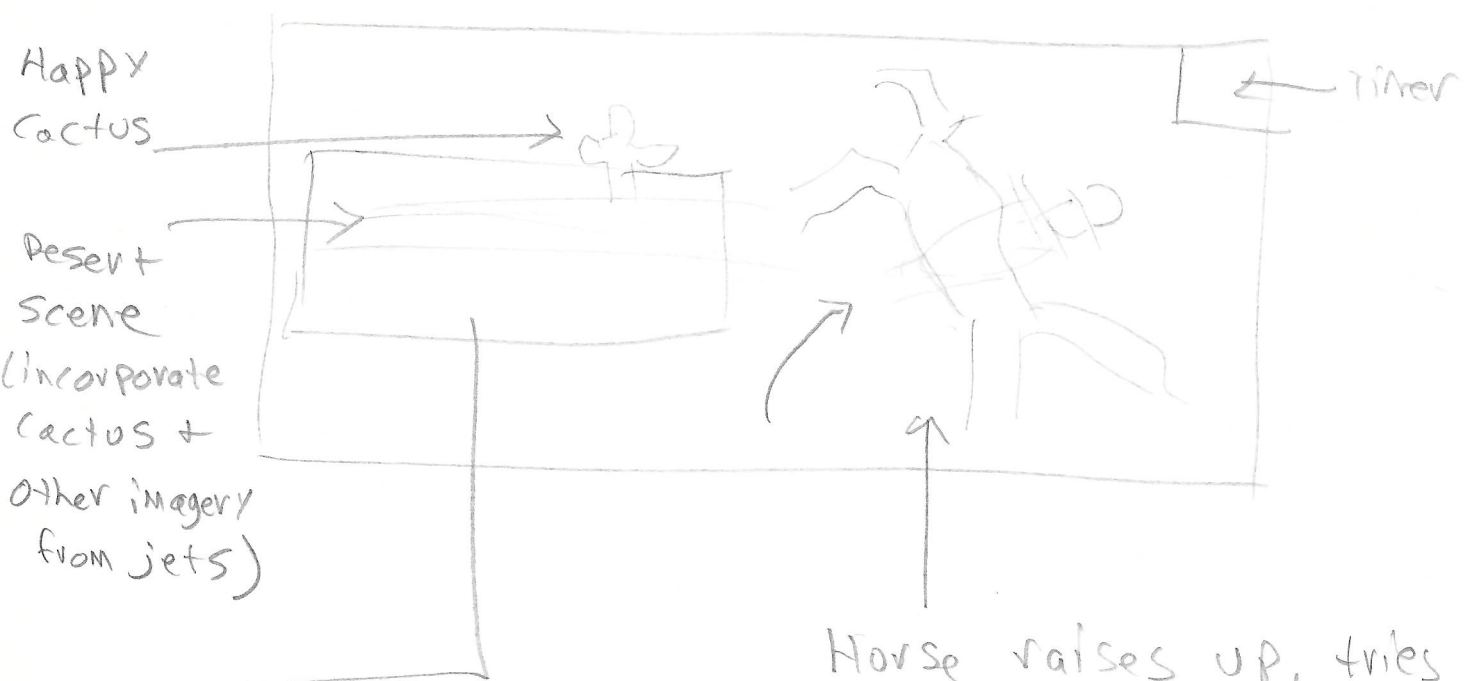
Desert
Scene
(incorporate
cactus +
other
imagery
from
jets)

Same background as award,
Jet hit, completed... →

Will show over background:



Ride 'EM Cowboy Award (Right Loop, maybe spinner):

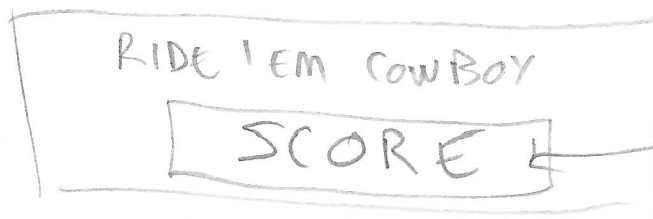


Horse raises up, tries to knock rider off

If we add a spinner for the update, once the horse is on his hind legs, the animation needs to loop:

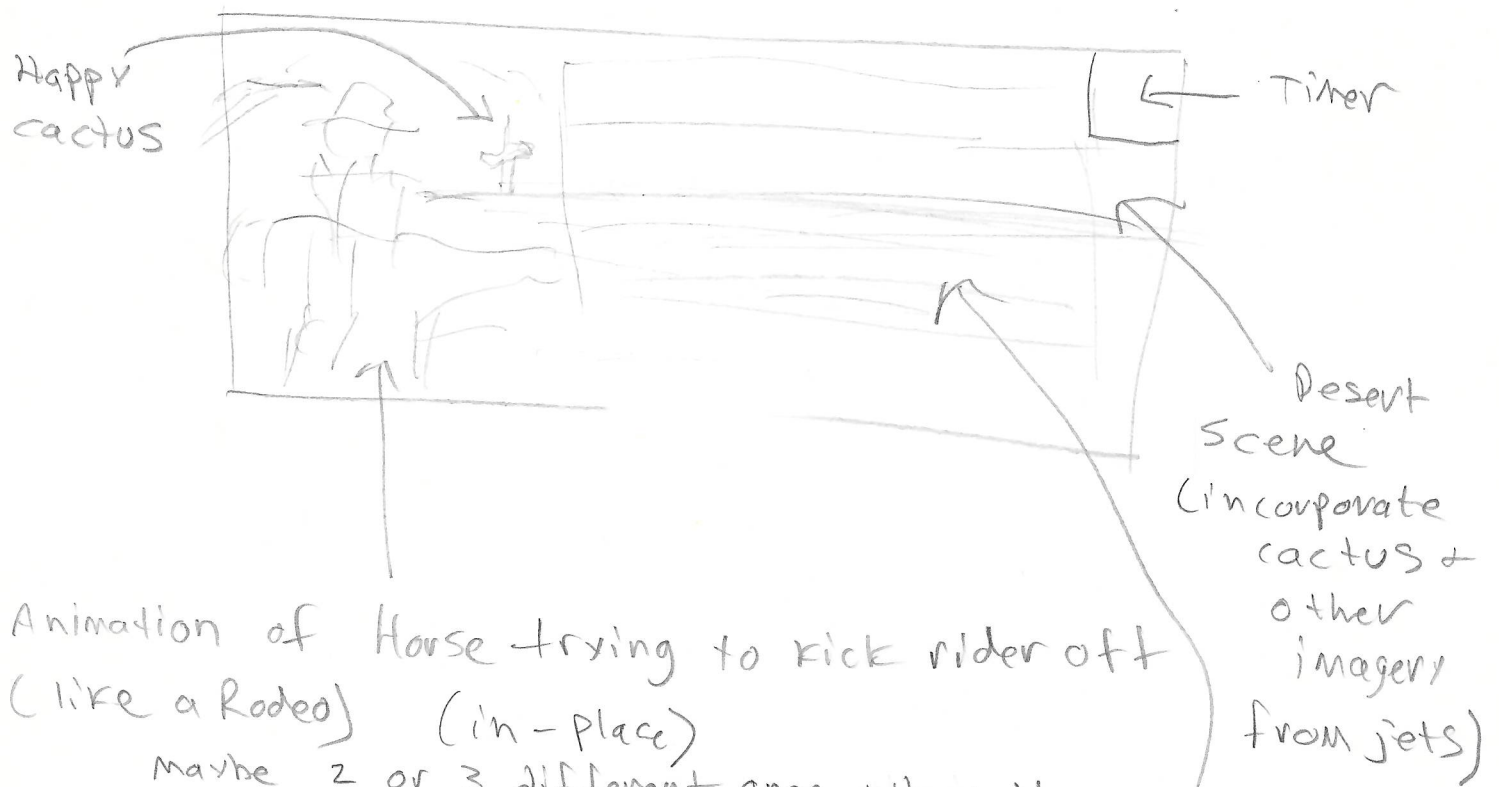
- 1) Raise
- 2) loop w/ horse on hind legs

Room for text:



if we use the spinner, will update every spin

Ride 'Em Cowboy Jet Hit



Animation of Horse trying to kick rider off (like a Rodeo) (in-place)

maybe 2 or 3 different ones where the end frame of each can transition smoothly into the start frame of itself and the others

Room for text -
will probably show:

RIDE 'EM Cowboy
100,000 x \$ ←
→ TOTAL (or something)

whatever looks good proportionally w/ rider + horse

Ride 'Em Cowboy Completed (Left Loop):



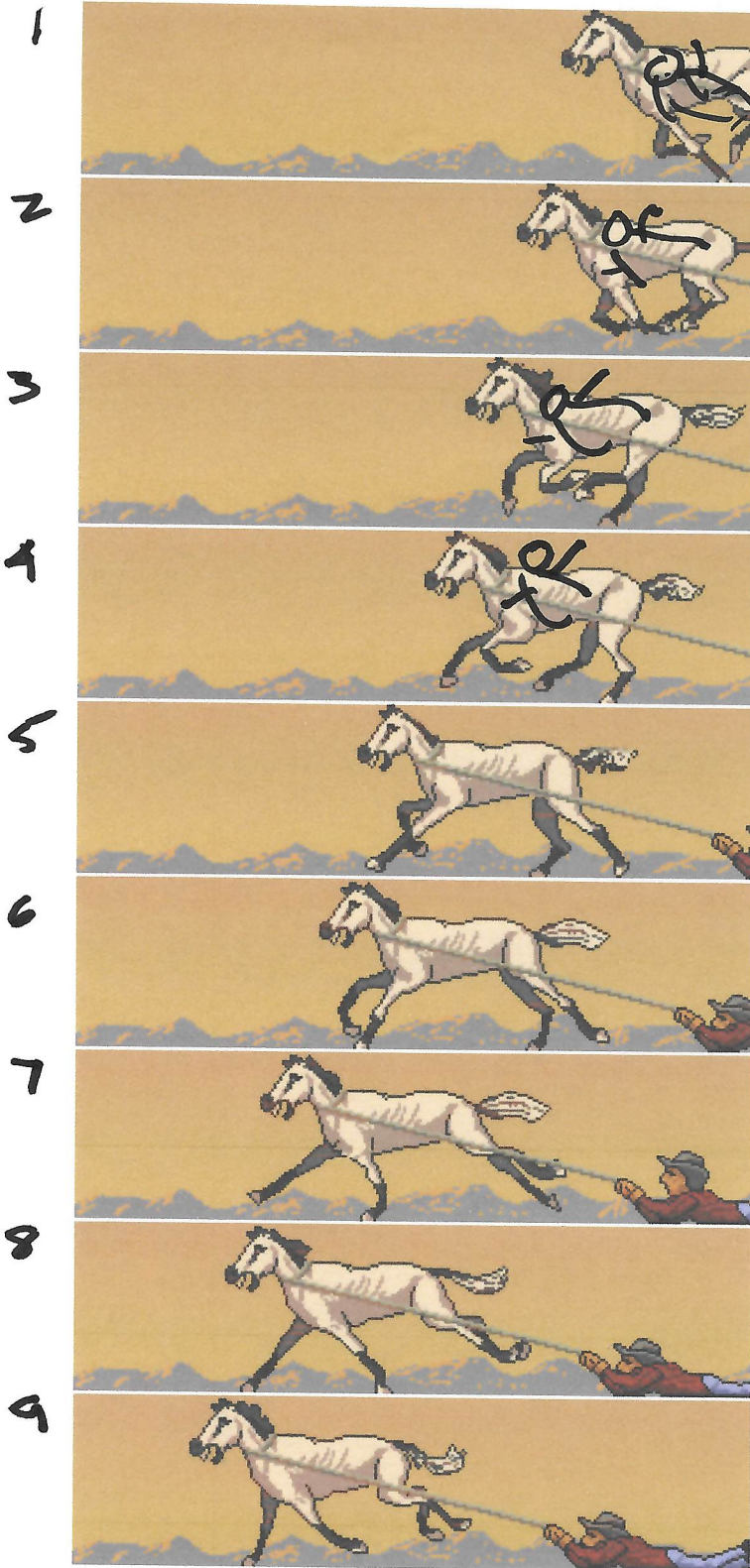
can use full screen, closer up

Horse throws rider off, when rider hits ground, show score

maybe 3 seconds for the whole thing



Horse Award 1 (Jay already did this)



← 2) guy being dragged around is climbing up on the horse to ride it —

← rope can be dangling

• delete guy being dragged

← rope dangles around

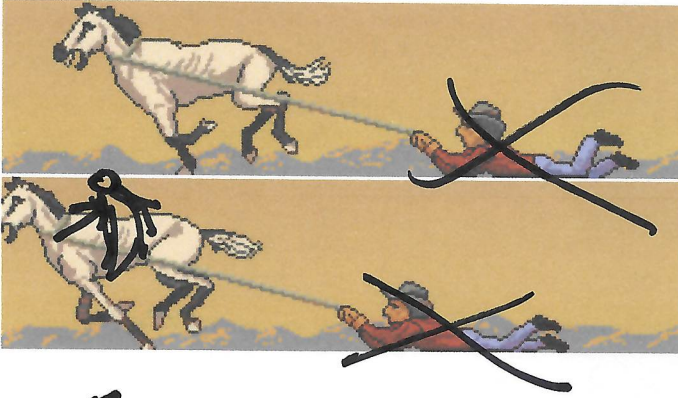
• each new frame, cowboy is closer to being on the horse (see frame 10)

•
•
•

↑
1) this guy (reference)

10

11


 π

By the time we get here, the cowboy is riding the horse

Interpolate cowboy from frame 1
to frame 10