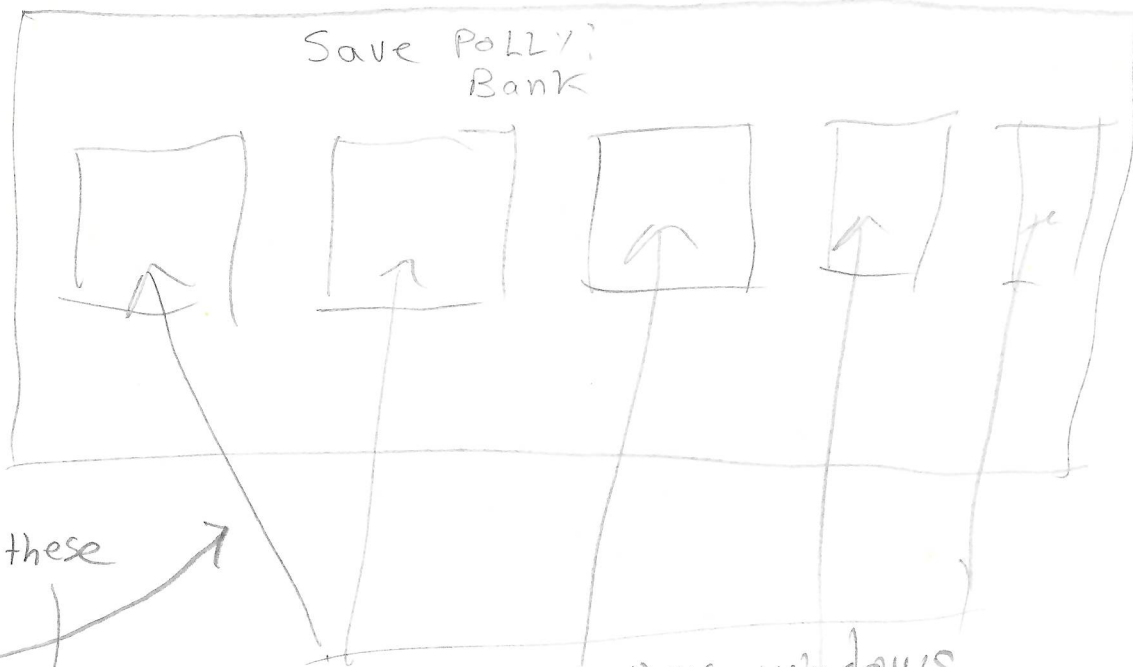
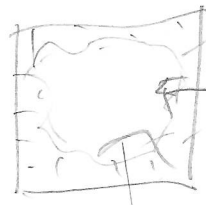


Save Polly (Bank) Background:
(based on Eric's Bank stuff)



re-use these
SX

5 teller windows
= 5 shots on playfield
can be animated



teller window
blown out
(maybe animate
w/ smoke?)
(loop)

Bad guy
w/ gun
= shot lit

Bad guy
shot + dead on
floor

Shot not lit

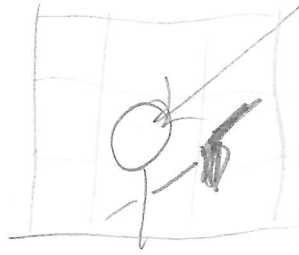
Shot lit

↑
minimal
animation

Save Polly (Bank) Award:

teller window w/ bad guy gets shot out:

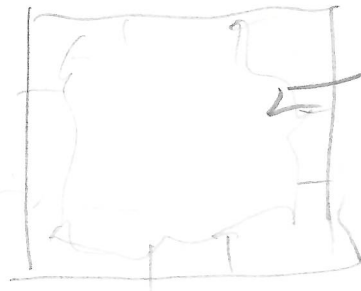
guy from →
background



blow this out
(like w/ a shotgun
blast)

ends up looking like this:

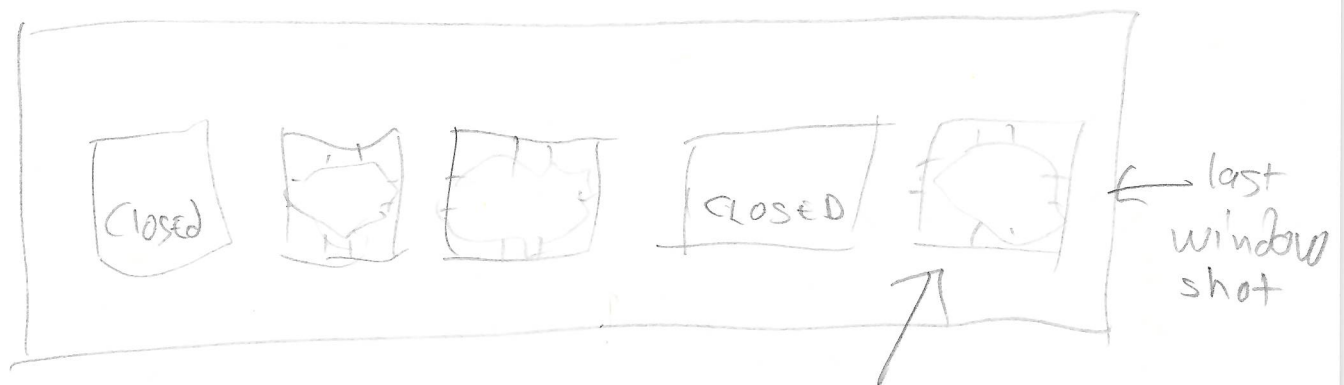
teller window →
(blown out)
from
background



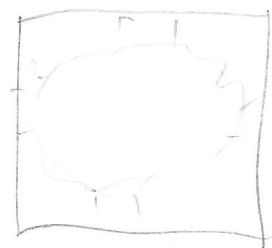
teller window
blown out,
(maybe animate
w/ smoke)
(loop)

Save Polly (Bank) Completed:

After last award (bad guy shot) has played,
Polly pokes her head up from the last
window blown out:



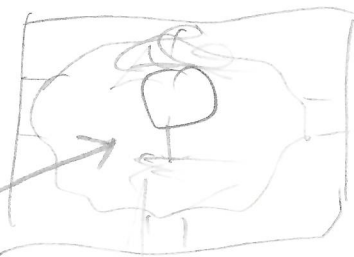
Polly pops
up from behind the
counter



moves up to show herself
(she was hiding)



← Polly



Polly in
window: "Thank You!"