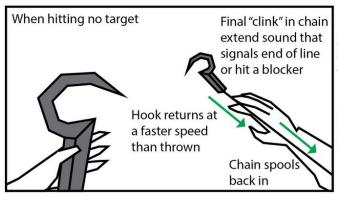
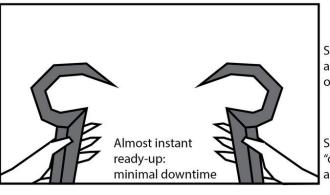


## When no gun is hooked:



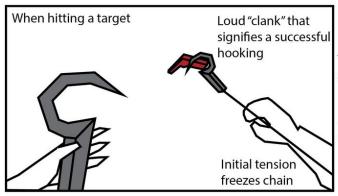
Zippy "backwards" chain sound as the chain retracts

Arm remains stationary, waits for hook to come



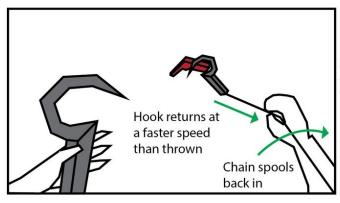
Snappy impact sound as the hook is snatched out of the air

Small & quick "catch" animation as the hook returns



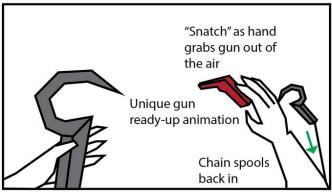
Tension/groaning as the chain is pulled

Arm grabs chain & starts to pull



Zippy "backwards" chain sound as the chain retracts

Arm yanks back as tension releases



"Clunk" as hook returns to its holster

Hook bypasses hand to return to holster

Arm raises and "catches" gun