

SIN CITY
STORY LEVEL WALKTHROUGH BEATS

CHAPTER 1 – TRENCH WARFARE - START

LEVEL 1 - STREETS AND ALLEYS OF OLD TOWN – 11:45 PM
(APPROX.)

BEAT 1A-1 MARV'S CONDITION AND COAT

We see what is essentially the 'Another Saturday Night Beat' with Marv's coat. He's in darkness. No identifiable location. He wakes up in a pool of blood, surrounded by dead guys. We set up his condition. When we go to gameplay with Fo, we should think, for a moment its Marv. Misdirection. We think Fo is going to be where he got his coat. But it's the wrong kind of coat. (Note that later in the game, we will pay off this moment. For now, what happened here is a mystery.)

BEAT 1A - INTRO THE GAME AND FO

(Fo Note: The way this reads, it seems like we're playing Fo for half an hour. It should be more like 15 minutes. Quick. Our tutorial strategy should be one of 'just-in-time' teaching, learn as you go. This is just kind of a fun misdirection. Remember, our initial intent is to make the player think he's going to be playing a 'B- Character' from Sin City, not the real Marv. This section should be very choreographed for the player.)

We start out playing a giant, "Marv-sized" Tong Strongman who we'll know as FO. He was sent by his boss to snag girls from Sin City's Old Town for an as yet unknown client (though we know that this is the Pink Trombone Casino). Fo also has a "real nice coat". Following an Opening Cut scene that establishes Fo and his quest, we take control of Fo as he begins to move through the streets of Old Town.

CHARACTER SWITCH TO FO

Fo goes on a couple of missions in old town. He must capture girls for his client. When he gets one, a Limo will pull up and take the girl away. This game might be happening during the Bad Old Days. Might not be a bad title for it. Have to clear this.

BEAT 1B - CAPTURE THE GIRLS

Fo begins to move through the streets and alleys. Along the way, he will come upon Working Girls. Fo's agenda is interesting. We only obliquely say it, but he's looking for women who can be in the Gladiatorial battles – therefore, who can fight (which covers all of the Old Town Girls). The point is that he wants to spar with them before capturing them. If we want to, and it is helpful for gameplay, we can give 'knock out moves' to players at certain points. If we don't want to do this, we need another mechanism for subduing the women after the fights. The problem is, once you've killed characters, you can't use them for anything else.

For the tutorial, the best thing would be to have the girls already know that they should stay away from Fo or the Tong overall (there have been warnings about trouble in Old Town and the girls are on high-alert for any suspicious activity). In this way, when the player interacts with the girls, they can call in increasing numbers of adversaries. For example, girl 1, single melee with her pimp, girl 2, multi-melee with several

thugs, girl 3, gun combat with thugs and johns, etc until we hit the driving tutorials. Once Fo wins the fight, the girl(s) is/(are) thrown in the waiting limo.

The other thing we should know, but don't need to be explicit about at this point, is that Fo is working for the remnants of Marconi's Mob (he's the guy who's dead in the cornerstone of the Pink Trombone), who themselves are working for Wallenquist. Wallenquist set this all up to give himself plausible deniability if this all goes bad – which it will. This is complex, but we've got hours to unravel it.

During this initial action, the Player is trained in all of the key movements and control mechanics. These should include melee fighting (including finishing moves), environmental interaction (including possibly stealth), and ranged combat. (Note: for training we should also look at the interrogation/detective gameplay we might want to do. Let's block out some time on the next call to talk about the 'detective' aspects of Sin City.)

As Fo goes for one of the girls, she is grabbed by another assailant, foreshadowing Kevin (we might even get a flash of Kevin) and his relentless hunt, and setting up that Wendy is in the world, trying to protect the girls, and maybe even encourage them to get off the streets for a few nights. Fo may see or overhear some of this.

BEAT 1C – LEARN OF NANCY

As Fo explores and battles his way through Old Town, one of the low-lives Fo fights tells him “you don't want to do this in Old Town... it's gonna get you killed. Besides, the hottest dame in Sin City is Nancy Callahan. She's at KADIE'S CLUB PECOS.”

As Fo leaves, we realize that this guy knows he's probably setting up a confrontation with Marv. “I'd pay for tickets to see this guy against Marv.” (Note: The street thugs of Sin City don't make much of an appearance in this document, but it seems like they can be a lot of fun for random encounters... Let's not forget them. They're especially useful when they think that there's all-out war between all of the other factions except for the Roarks, who are curiously quiet. Also, on the theme of the Roarks we should remember that there's an excellent chance that Father Frank is wittingly or unwittingly doing their business by pitting every other group in the city against each other.)

Fo has his new objective. Get to Kadie's. Shots ring out. Fo fights his way to his armored Mercedes and makes his escape. It is possible that as he peels away, we see Wendy and some of the girls taking shots at his rear window, setting up a bit of the Wendy as protector narrative. (We ought to put this in as a throw-away in the Wendy story. It might also motivate Goldie's Trip to Kadie's. Also, we can have Wendy talk to the LOW LIFE who tipped Fo.)

(There is some discussion about possibly making Wendy playable for this sequence. The upside is that we can teach the Player about character-switching; the downside is that we break control of our training character Fo. At this point in the game, that might be okay, since our next stop is an entirely new location and style of game-play – driving.)

LEVEL 2 – STREETS OF SIN CITY (OLD TOWN TO KADIE'S CLUB PECOS)

BEAT 2A – DRIVE, FO, DRIVE

Fo drives out of Old Town in his armored Mercedes. He makes his way to Kadie's (training as needed). If we are going to include car to car combat, this might be a good opportunity to have some, perhaps

with a the Cops (racing through the streets wouldn't go unnoticed), so that presents an opportunity as well to either evade or fight with them as well.

BEAT 2B – ESTABLISHING KADIE'S CLUB PECOS

Fo arrives at Kadie's Club Pecos. He does battle with a few bouncers, sending them flying. Then, he moves toward the door as we cut inside...

(Note: By the time Fo's sequence is finished, the Player has done all of the necessary training, including driving).

LEVEL 3 – INT. KADIE'S CLUB PECOS

BEAT 3A – NANCY STRIPTease MINI-GAME

Marv is at the bar, watching Nancy dance. "That Nancy's really something." "It's like she knows just what I want her to do – every minute."

CHARACTER SWITCH TO NANCY (CAMEO)

The Player has a mini-game, taking his place in Marv's fantasies. The Player makes Nancy dance. It's DDR (follow the button presses). You do it right, clothes come off. You blow it and you're jerked back to reality. In either case, Marv comes back to his senses (he's gotta condition) when he hears a commotion at the front door. Nancy's moves should include some signature action with her whip. (Note that it might be worth exploring using this mini-game mechanic again with other girls as you unlock the story.)

CHARACTER SWITCH TO MARV

BEAT 3B – MEET AND BEAT

Marv looks over. He sees something he doesn't like. It's Fo and a bunch of Tong goons coming through the door. A bouncer goes flying. They walk towards Nancy, intently. Marv doesn't like the look of this. "Look all you want, but nobody touches her." Fo tells Marv to take a hike. Marv tells Fo he has a really nice coat. Be a shame to get a stain on it. Fo takes a swing at Marv.

Marv beats the bejeezuz out of Fo and the rest of the Tong. At this point, Fo functions as a pseudo-mini-boss, and fights harder and stronger than the rest.

Dwight walks in. Ask Marv what's going on. "Same old, Same old." (We need to do some Sin City Chronology Archeology to see whether this breaks anything. However, we can assume that Marv and Dwight have interacted hundreds of times, and so this line might be an in-joke among them, meaning it could work without breaking any of the established back-story).

Marv gets Fo's coat. He's about to put it on when Fo gets a second wind. Probably takes some drug. Marv, kicks him in the nads. Nothing happens. This surprises Marv. Fo gets his coat back and runs away. Marv watches him, but doesn't stop Fo. Somebody, maybe Dwight, asks Marv: "Nobody gets away from you unless you want 'em to. How come you let him go?"

Marv - "I kicked him in the balls, or at least where his balls should be, and he didn't react. Not a twitch. Now what's a eunuch want with a nice girl like Nancy? He can't do nothin'. So he's gotta be working for somebody. I wanna know who."

Marv has a new objective... follow Fo. He wants to know who he is working for. And he wants that coat.

LEVEL 4 – EXT. SIN CITY STREETS AND ROOFTOPS

BEAT 4A – FOLLOW FO

MARV follows Fo's bloody trail. Easy to pick out red splotches in the black and white world of Sin City. The blood trail leads to a ladder. Marv starts to go up. Gunshot. In our first SHOOTING PUZZLE Marv toasts the guy on top of the building. He's one of Fo's tong guys.

BEAT 4B – FIGHT TONG HENCHMEN

Marv tanks across the rooftops, chasing Fo, killing various Tong guys who are left behind to keep him busy. He picks up weapons. Maybe some info. Eventually Marv ends up back on the street as Fo is getting into the armored Mercedes.

BEAT 4C – MARV DASHING MERCEDES MINI-GAME

Fo tries to run-over Marv with the car. Marv has to dash left and right, rolling out of the way. Marv can also jump over the car and cause it to change direction by firing at it with Gladys. Eventually, Marv will find the perfect moment and can time it just right so that he lands on top of the Mercedes. (If we are removing the car-dashing game, we can cover this in a cut-scene.)

LEVEL 5 – STREETS OF SIN CITY (MARV ON THE MERCEDES)

BEAT 5A – MARV GOES FOR A RIDE

Tong shoot at Marv through the sunroof as he clings to the top of the Mercedes. In the ensuing fight, he clings on for dear life, shoots into the car. Marv can perform various car top acrobatics as Fo attempts to knock him off. Whenever a Tong thug pops up through the sunroof, Marv can hose him.

Eventually, Marv is tossed from the car right near the Tar Pits as Fo drives away toward them.

BEAT 5B – GET TO THE TAR PITS

Marv moves and fights his way to the Tar Pits. He encounters some of the thugs from the Pink Trombone waiting near a Limo and takes them out. There are more thugs patrolling the gates of the Tar Pits, and Marv gives them the hard goodbye as well.

Eventually, Marv sees Fo at the Tar Pits with another man, hidden in the shadows.

LEVEL 6 – THE TAR PITS

BEAT 6A – INTERCEPT FO

Marv fights his way through the Pink Trombone and Tong Thugs and works his way toward the meeting between Fo and the mysterious man.

BEAT 6B – TAR PITS BATTLE

Marv reaches Fo as the meeting with the mysterious man is complete. Although Marv can't make him out, he does have a real nice coat, which Marv comments on. The man turns to Fo and tells him to deal with "this garbage. Make him a fossil", alluding to the Tar Pits and Dinosaur Statues all around them. (Note that we'll later discover that the mysterious man is Lachay. He's personally overseeing the transfer of his merchandise – which we know realize is the girls in the Limo).

Lachay should be a pretty identifiable character, since he's wearing a turban. For now, he should seem really sinister and be in silhouette. Could be that the Pink Trombone is on sacred Sikh or Muslim native territory so Sin City law can't touch it. Kind of like the Indian Reservations in California.

The mysterious man pulls away in his Limo (real stretch) as Marv sees that he has filled it with Old Town girls, including those that we grabbed earlier as Fo. (Note - the girls are knocked out somehow. Perhaps Fo has a jar of Chloroform and a rag that he uses on them, or maybe darts are fired from the guys in the Limo – let's discuss). The point is that Fo doesn't want them damaged. Lachay has to have the meat in good shape. He should admire it, loathing his lust all the way.

Marv is putting it together. Fo was taking the girls from Old Town and selling them into some sort of slavery with this new mysterious man.

Fo sets his remaining men against Marv in a Tar Pits battle. During the fight, Marv can throw men into the Tar to sink them, taking them out of the fight. If Marv finds himself in the Tar, he will have a limited amount of time to get back out before he sinks below the surface for good and it's game over. There may also be a way for Marv to set some of the Tar ablaze. The idea is to create a cool set piece battle with some interesting obstacles / opportunities using the Tar Pits and the Dinosaur Sculptures and flaming tar. Eventually, Marv fights his way to Fo.

BEAT 6C – FO IS FINISHED (FO BOSS BATTLE)

Fo's got more left in him than Marv anticipated. Their final battle is a bruising, bloody confrontation that should make use of the same obstacles that Marv had to deal with in the previous battle. Perhaps one of the Dino Sculptures is animated, and this creates a timing puzzle component to getting and finishing off Fo. After subduing Fo, Marv begins to interrogate / torture him for info. (We will need to discuss how this works – as this should be some kind of mini-game. The balance is in applying the right kind of pressure – pain, coercion, vanity, etc.). For instance, in this situation, Fo is probably impervious to pain, so Marv is going to have to play on some fear, or sense of honor that Fo has. On screen prompts could be used to give Marv feedback onto what is working, and then prompt him to move in the right direction. We might even be able to unify this mini-game control and interface across all the mini-game sequences, so that the prompts and mechanics for interrogating are the same ones we use to make Nancy dance, or Marv avoid the car that is trying to run him over, and so on. The big idea is one mechanic that the player can learn and master that has any number of surprising and cool expressions in the game.

Just as Marv is about to deliver the coup-de-gras to Fo, Fo's head explodes.

Marv reacts, and turns to see a sniper on a rooftop across the way. He can't make him out, just the reflection of the scope for a brief moment. Then the sniper is gone (later when we play Brother Mercy, we'll be the one taking this shot).

Marv tosses what's left of Fo in the Tar Pits, but not before getting his coat. Then Marv moves to the Mercedes. Marv realizes that he's gotten himself in the middle of something big. He may have really screwed the pooch and made himself a whole lot of enemies. And Marv's gotta condition. "I better see Lucille. She'll know what to do" Marv says to himself as he gets to the car and fires it up.

CHAPTER 1 – TRENCH WARFARE - END