

Sin City

Story Level Walkthrough Beats

Note: We start with a bit of misdirection. We're Kevin. We're snagging a girl for some fun. Problem is, we pick the wrong girl. She kicks the crap out of us. Maybe it's Miho. Maybe it's somebody good with a gun (TBD). The fact that one of the girls says there's a little psycho in glasses trying to snag her masks another plot to steal girls.

When Wendy and Goldie find out that girls are missing, Wendy starts investigating.

Wendy's investigation leads her out of Old Town and deep into Sin City. Some Dirty Cops see this as a violation of the truce and decide they're going to mess around in Old Town. Of course, this does nothing but get them into a lot of trouble and cause a lot of mayhem.

CHAPTER 2 – BULLETS AND BROADS - START

LEVEL 1 – THE CATACOMBS OF SIN CITY – SAME NIGHT

BEAT 1A – HOT TIME IN THE OL' TOWN

We begin underground, in the Catacombs of Sin City. Part sewer, part bootleggers' tunnels, part mine, and part building foundations, this is the underbelly of Sin City, where many secrets are buried. Visually, the Catacombs should have clues as to the history of Sin City, going back to its western roots. Over the years, the place has become infested with vermin, both the rodent and human kind. Today, the Catacombs are inhabited by souls; those of the dead, and those of the stupid, ignorant, desperate or brave enough to risk entering this most dangerous and mysterious of places.

CHARACTER SWITCH TO KEVIN (CAMEO)

We stealth our way through the Catacombs as Kevin. Occasionally, we run into an underground inhabitant (a homeless thug, or perhaps a few smugglers or drug runners). We can sneak past them or take them out with one of Kevin's MELEE moves (note that this would be a basic set of moves that are in keeping with Kevin's skills – perhaps his sharpened fingernails act like knives).

BEAT 1B – FIND A GIRL AND TAKE HER

Driven by a lustful rage, Kevin navigates his way through the Catacombs until he finds a hidden stairway that leads up into an alley in Old Town.

LEVEL 2 – STREETS OF OLD TOWN - ALLEY

BEAT 2A – FIND A HOOKER

Kevin prowls the streets of Old Town, looking for girls. In the distance, Kevin spots a number of prostitutes working one of the corners. They move in different directions... he can see them but can't attack them without revealing himself. Further along, there is another, seemingly working alone.

BEAT 2B – FOLLOW ANGIE BABY

This girl is beautiful, and slightly older than the others. Her name is Angie Baby. Kevin sneaks up on her as she ducks into a “Hotel”.

*LEVEL 3 – THE HOTEL***BEAT 3A – FOLLOW ANGIE BABY TO HER ROOM**

Angie moves through the Hotel and up toward her room. Kevin must follow her without being detected by the other girls or the “Johns” that are coming and going from the place.

BEAT 3B – BATTLE ANGIE BABY

Angie Baby moves into her room, leaving the door ajar. Kevin follows her in, watching her from the shadows. She moves into the bedroom and Kevin follows. In the room, Kevin sees a Nun’s Habit. It looks at first as though it might be part of some kinky costume for sex play (though we will learn more about Angie Baby and her past later when we play Brother Mercy – eventually, we will find out that she was part of the theft of the relics and was the woman that caused Brother Mercy’s fall from grace).

Kevin sneaks up on Angie Baby and attacks, but she reacts just in time. She’s a good fighter, and Kevin finds himself in a pseudo-boss battle. Angie Baby is fast and tough... a real girl of Old Town.

Angie Baby is quick... but Kevin’s quicker. (Note - maybe Kevin’s controls, like Wendy’s, have kind of an overdrive, like hitting a dive in “Madden”, or maybe everybody else works more slowly – could be good for replay. You play in real-time, then watch the in some sort of replay and see Kevin moving with un-natural speed.)

BEAT 3C – DRAG ANGIE BACK TO THE STREET

Eventually, Kevin overcomes Angie Baby and must drag her back to the street and the secret Catacomb entrance without being detected. If he is spotted by any Johns or girls, he can attack and kill them as long as they don’t call out or sound an alarm.

*LEVEL 4 – STREETS OF OLD TOWN - ALLEY***BEAT 4A – REACH THE ALLEY**

Kevin is dragging Angie Baby toward the secret Catacombs entrance when two more prostitutes round the corner at the far end of the alley. We can’t make them out because they are in the shadows. But they spot Kevin hovering above the knocked out Angie and call out to him. “Hey! What are you doing?!” They start running toward him. Kevin pulls Angie Baby into the Catacombs and is gone.

CHARACTER SWITCH TO WENDY

BEAT 4B – ESTABLISHING WENDY, GOLDIE AND THE GIRLS OF OLD TOWN

Wendy runs out of the shadows into the light, revealing herself as we take control of her character. A moment later, Goldie, her twin sister, appears alongside her. They can see a trail of blood streaked along the pavement of the alley. Wendy and Goldie are pissed. “Not again.” Another girl of Old Town is now missing, presumably dead. Wendy and Goldie are pissed. We

learn that girls have been going missing for a while, and Wendy has been trying to figure out who and why.

BEAT 4C – THE TRAIL OF BLOOD

Suddenly, Wendy gets a call. Somebody tried to kidnap Nancy over at the Kadie's. Wendy tells Goldie to go check it out... it might be related to what is happening to the girls... and to what just happened to Angie Baby. She tells Goldie to put the rest of the girls on alert... there is a predator on the prowl tonight in Old Town. In fact, there may be more than one.

Then Wendy draws her gun and begins to follow the blood trail through the alley (note that the blood trail leads to a different way into the Catacombs than the one that Kevin exited from – that's now locked from the inside).

Eventually, Wendy finds a hidden door that leads to a basement room. She cautiously moves down the stairs and into the room.

As she enters the room, Wendy is ambushed by Kevin.

BEAT 4D – BATTLE KEVIN

A mini-boss battle with Kevin. He is incredibly fast and darts in and out of the shadows. To defeat him, Wendy must find a way to illuminate the room. Doing so takes away Kevin's hiding spots, and he makes his escape (note that it will be impossible to "kill Kevin" – only drive him away).

BEAT 4F – DISCOVER THE SECRET ENTRANCE

As Kevin escapes, Wendy looks around the room. It's a blast from the past: you can practically see the guy who was Mayor in 1878 sneaking down the back stairway tucking in his shirt.

Wendy searches the room and sees that there is blood that seems to lead directly into a wall. Searching, she finds a secret entrance – perhaps she has to break it open or shoot it open as Kevin has locked it. On the other side, a spiral staircase that leads down into the Combs... the Catacombs under Sin City. "Damn", Wendy says under her breath. She knows that this is no place to go... but she doesn't have a choice if she's going to catch up to Kevin and try and get back Angie Baby before it's too late.

LEVEL 5 – RETURN TO THE CATACOMBS OF SIN CITY

BEAT 5A – FOLLOW KEVIN

Wendy heads into the Combs. As before, it's a dark, nasty place. Maybe she's got a flashlight... or maybe there are just enough bum-fires and hanging light-bulbs, or even gaslight from the last century, to light her way.

As she follows the trail of blood and the faint sounds in the distance, she is suddenly ambushed by the underworld denizens of Sin City. Wendy finds herself in many fights, engaging targets with her weapons and melee attacks.

As she moves through the Catacombs, we hear Wendy in VO, describing the “Combs” and their history. A lot of bodies have been dumped down here. Everyone knows that if you go into the “Combs”, you may never come back.

Occasionally, she catches a glimpse of Kevin moving with Angie Baby. Wendy rushes to catch up.

When she rounds one corner, she is momentarily frozen by the figure of a man... but it's not Kevin, it's Brother Mercy, on a mission of his own (we'll know more about this later when we play him). They exchange a quick glance... maybe even a word, then Mercy is gone as Wendy hears a SCREAM... it's Angie Baby. (Perhaps even Brother Mercy says Angie's name as he goes – see below).

Before she can reach her, Wendy is set upon by... the COPS!?

BEAT 5B – BATTLE THE COPS

Wendy finds herself under fire from the Cops. She opens up, blasting back. In VO, we hear Wendy comment that this action is a break of the truce.

Wendy fights the Cops with everything she's got... weapons, hand to hand, weapons of opportunity. Wendy can't understand why the cops are down in the Combs, or why they appear to be running interference for Kevin.

Angie Baby is screaming for help... and Wendy follows her screams into the basement of a building.

LEVEL 6 – KADIE'S CLUB PECOS - LATER

BEAT 6A – FIND NANCY – TALK TO SHELLIE

CHARACTER SWITCH TO GOLDIE (CAMEO)

Note: Since Goldie and Wendy are identical twins, we can use the exact same model, animations and skills sets for both characters. The only thing that would need to change is the outfit.

Goldie moves into Kadie's. She starts to move through the place, looking for Nancy. Nancy isn't on the stage. Goldie talks to Shellie, who was the one that had called Wendy. At first, she thinks that Goldie is Wendy, setting up the identity issues that will later plague Marv.

Shellie tells Goldie that some Tong guys have been hanging around, and that Marv drove them away (Goldie doesn't know who Marv is, but likes the sound of him already – setting up her seeking him out later as the prelude to their night together). Nancy's safe for now.

A couple of Cops are in the corner of the club. One is Detective Fitzgerald. He watches Goldie as she moves and then speaks into his radio.

BEAT 6B – EXIT THE CLUB – COPS DIE

Goldie steps out of the club and moves toward her car when she is intercepted by a couple of Cops. They want to know why she “ain't in Old Town”. Just as Goldie is about to answer, shots ring out. Both cops drop around her. Wendy turns to see a Tong gunman firing at her from a car.

BEAT 6C – BATTLE THE TONG

Goldie returns fire, and a huge gunfight ensues.

BEAT 6D – THE DRIVE

The surviving Tong gunmen make a break for it in one of the Tong LIMOS. Goldie races to her car and gets in, screeching away from Kadie's as Fitzgerald exits the club to see Goldie leaving the two dead cops where her car used to be.

*LEVEL 7 – THE STREETS OF SIN CITY***BEAT 7A – THE CHASE**

Goldie chases the Tong through the streets, smashing into the Limo with her own car. In her review mirror, she sees POLICE CRUISERS closing in.

BEAT 7B – THE PITS

The Limo heads for the Pits, and Goldie eventually rams it off the road, and directly into one of the Tar Pits. It sinks below the surface.

Goldie catches a glimpse of another Limo leaving the Pits, a big lug behind the wheel. This is Goldie's first fleeting glimpse of Marv. She is about to pull away when her car is surrounded on all sides by the Cops.

Detective Fitzgerald steps up to Goldie. "Boys, she may not look it, but we got us a cop-killer here." She stares at him... "I know my rights." "Then let me introduce you to my left." Smack. He punches Goldie, knocking her out.

*LEVEL 8 – THE BASEMENT - LATER***BEAT 8A – UNDERGROUND AND UNDER FIRE**

CHARACTER SWITCH TO WENDY

Wendy is blasting the Cops and some surviving the Thugs in large industrial basement of the building. She's broken the truce and she knows it. Eventually, she sees Angie Baby standing alone at the end of a long corridor.

BEAT 8B – TRAPPED

Wendy cautiously moves toward Angie Baby. Suddenly, everything is quiet. Wendy sees something moving in the shadows. Angie screams out that "it's a trap!". Too late, Wendy finds herself cornered as Angie Baby is stabbed in the back by her tormentor Kevin. Kevin drags Angie away as Wendy fights for her life. Eventually, she finds a stairway leading up out of the basement. She rushes toward it and flings open the door.

On the other side, half of the Sin City Police Force is waiting for her. Wendy puts up her hands as Det. Fitzgerald approaches her. "Welcome to Traction Station. We've been waiting for you".

Later – Wendy and Goldie are in a cell in Traction Station. Fitzgerald hovers over them. He wants to know all about the Old Town girls... their finances, their johns... everything. Mostly, he wants money. No calls to lawyers. "You ain't getting outta here. Not tonight... not ever." Wendy

tells him to get bent. Fitzgerald smiles. “You broke the truce. You killed cops. So, now we’re gonna have ourselves a time with you sisters. You’re working girls, right? Well, tonight you’re gonna work... you’re gonna work real hard.”

CHAPTER 2 – BULLETS AND BROADS – END