

Sin City

Story Level Walkthrough Beats

Note: In this level, we play the assassin Brother Mercy. At first, he will be a relatively mysterious character who will be fully revealed when he interacts with Father Frank inside the Cathedral.

CHAPTER 3 – ORDERS FROM GOD - START

LEVEL 1 – EXT. SIN CITY CATHEDRAL

BEAT 1A – ENTER THE ASSASSIN

You find yourself on top of some buildings near the Basin City Cathedral (which dominates this part of the landscape of Sin City).

CHARACTER SWITCH TO BROTHER MERCY

You're an assassin. At first, you won't know who, but it's pretty clear from your high-powered SNIPER RIFLE that you're not up on the rooftops to take in the night air. Rain just begins falling as you HEAR Brother Mercy in VO. He says that he has to take out some guys.

Down below on the street, you can see a gang of thugs moving toward the Cathedral. More move about on the rooftops. You spring into action and begin SNIPING guys, taking them out as cleanly and quietly as possible.

BEAT 1B – FIGHT YOUR WAY ACROSS THE ROOFTOPS

The Thugs swing into action, and Brother Mercy finds himself in the fight of his life. However, Brother Mercy is able to use his exceptional stealth abilities to sneak up on enemies and execute silent kills, as well as take them out from a distance. Brother Mercy hints that he thinks he knows who these guys are... part of an organization that he is hell-bent on destroying: The Crusaders.

BEAT 1C – BROTHER MINI-BOSS BATTLE

The Last Thug, a Crusader Mini-Boss, seemingly avoids Brother Mercy's shots and attempts to get him. Finally, Brother Mercy gets the Crusader in his sights and fires, only instead of seeing him fall, glass shatters. Brother Mercy comes out of the Sniper Lens to realize that he has just shot at a mirror... a trap. Suddenly, the Crusader approaches from BEHIND Brother Mercy and the battle is on.

Brother Mercy can use all his skills to defeat the Crusader. The main way to defeat him is to use Brother Mercy's stealth capability to move behind the Boss and then take shots at his exposed back, wear his bullet-proof vest is vulnerable to damage and also where Mercy can get in a Melee knife attack. Eventually, Mercy takes him out.

BEAT 1D – NO MERCY

Mercy turns the would-be assassin over. Studies him for a moment, then rips open his shirt. A Crusader Cross is tattooed on his chest – or worse yet, branded there. He pulls out his knife, cuts out the flesh and rolls it up like a piece of wet parchment. Mercy knows what this means. VO. Somebody must know about the stolen relics. Somebody sent somebody. It is an ominous time.

BEAT 1E – GET ME TO THE CHURCH ON TIME

Brother Mercy must now make his way to the Basin City Cathedral, avoiding and/or killing any stragglers he encounters from the Crusaders.

LEVEL 2 – INT. ST. JUDE THADDEUS CATHEDRAL - CONTINUOUS

BEAT 2A – FORGIVE ME FATHER

The Church is empty... oppressive... ominous. There is a sense about the place that is disturbing. Brother Mercy treats the place with reverence as he enters and crosses toward the confessionals.

He enters. Father Frank (Frank Miller Cameo) is waiting for him. Brother Mercy shows him the flesh “parchment” that he cut from the Crusader. Father Frank studies it for a moment... then says that the time is at hand. He mutters about the seals and the alignment and the final battle between good and evil. Mercy says nothing as he babbles. He talks about the dirty cops, Wallenquist, the street scum, the Tong, the whores of Babylon, the Pagan Beast from the East... and finally, the Roarks. Father Frank says that they’ll have their day. Everybody does. Sin City... He keeps muttering. We don’t know what it’s about, yet, but Brother Mercy asks about Angel... “Before this is over, she’ll probably figure her place.”

In glass, or in dust on the ground or in chalk, Father Frank describes his plan. He draws five dots in what will be a familiar shape. Attack one dot, and it will attack another. This is cryptic. He draws a line from the Pink Trombone to Wallenquist to Traction Station to the Church itself to the Roarks... they’re the last dot. When he connects all of the lines, he has a Pentagram of Sin... “Oh, God forgive me for what I do in your name...” Father Frank prays.

Suddenly, there is a noise outside the confessional. “They’re here. Show no mercy. Bring the bodies to me, and then I will show you your way to salvation.” Father Frank slips away (a secret entrance into the Catacombs is revealed as he “disappears” from the confessional), leaving Brother Mercy to deal with the invaders.

BEAT 2B – QUIET IN CHURCH

Brother Mercy exits the confessional to find Crusader Thugs searching around the Cathedral, looking for stuff to steal. He begins to hunt them, taking them out with stealthy kills. If he is discovered, all hell breaks out, and Mercy finds himself in a torrent of bullets and melee combat.

As Brother Mercy makes his kills, he must deliver the bodies to the confessional. Here, they disappear as Father Frank drags them into the Catacombs. When Brother Mercy kills the last Crusader, he himself goes into the Catacombs to deliver the final body to Father Frank. “In a month, all memory of them will be as decomposed as their bodies”, Brother Mercy says to himself.

LEVEL 3 – THE CATACOMBS

BEAT 3A – THE DARK UNDERBELLY

Brother Mercy enters the confessional and moves through the secret passage down into the Catacombs under the church. Here, we see many niches filled with the recently and anciently dead. Brother Mercy crosses into an underground Altar with the last Crusader. He drops him off to Father Frank, who is performing some bizarre blood rituals on the dead.

Father Frank hands Mercy a List. It has five names on it. Brother Mercy only looks at the first one. A Tong Boss named Fo. Like him, the others names on the list are the power mongers and brokers of Sin City. When they are killed, the Pentagon of Sin will collapse and the cleansing chaos will be unleashed. ('This is our version of the big rain, but think of it in biblical terms).

BEAT 3B – THROUGH THE CATACOMBS

Brother Mercy begins to move through the Catacombs. Along the way, he will deal the assortment of low-lives and thugs that inhabit the place as he sees fit. At some point, he will hear a woman's scream, and catch a momentary glimpse of Wendy (we see how the storylines are peripherally intersecting in moments such as this).

The place is crawling with Cops (after Wendy), and it will be up to Brother Mercy to decide how he wants to get past them... using his stealth and cunning, or taking a more violent approach. After all, he can't wait them out; he's got a list of kills to deal with, and needs to get to the Tong House.

BEAT 3C – OUT OF THE PAN, INTO THE FIRE

Brother Mercy moves toward the Catacombs exit and comes up into the Streets of City as the rain begins to come down hard.

LEVEL 4 – THE TONG HOUSE (H.Q.)

BEAT 4A – BROTHER CAN YOU SPARE A CRIME

Mercy moves to the Tong House, an extravagant, back alley joint in the heart of the city. The place is crawling with Tong Strongmen. To kill the Fo, Brother Mercy is going to have to find a way inside.

Mercy uses stealth and his fighting skills to quietly approach the fortified entrance to the Tong House, silently killing guys before they can signal his presence. If he is discovered, in all likelihood he will be killed, as there are simply too many Tong around the place.

BEAT 4B – THE INSIDE MAN

Eventually, having taken out enough Tong, Brother Mercy finds a weak-point, and enters into the Tong House. The place is a den of vice and drugs. Tong guys are everywhere, and Brother Mercy must deal with them as he makes his way to the Fo's Office.

As he moves, Brother Mercy will come across a few girls from Old Town being held by the Tong. Brother Mercy realizes that releasing them will create a useful distraction.

BEAT 4C – FREE THE GIRLS

The Tong have created a make-shift holding cell inside their Headquarters. Brother Mercy must disable the security system around it, then kill the guards near the girls, and then finally, release the girls from their cells. To do the last bit, he must fight the Tong Boss Jailor.

BEAT 4D - TONG BOSS JAILOR BATTLE

Brother Mercy must give the Boss Jailor a beat-down while stopping him from setting off the alarms which will call in reinforcements to fight him. When he defeats the Jailor, he frees the girls. Mercy tells them that they are on their own. The girls are more than ready to fight for their

lives, and eagerly grab weapons. Now, with the girls creating a distraction, Brother Mercy can make his way to the Fo's Office.

BEAT 4E- OFFICE WORK

Mercy enters the office, only to find that the Tong Boss isn't there. Instead, he finds a few lackeys and makes short work of them. The last one is still alive, and Brother Mercy approaches him. He says he wants to know where the Fo is. The man at first won't talk, so perhaps Brother Mercy has to torture it out of him... or maybe has some sodium pentothal darts that he can use. The idea is to create an interactive moment of getting the information out of the lackey.

Eventually, the lackey talks, revealing that Fo had a meeting at the Tar Pits. Mercy kills the man, and then makes his way toward the Garage of the Tong House, taking out anyone he encounters.

BEAT 4F – DON'T SCRATCH THE PAINT

Brother Mercy makes his way through the Tong House down to the Garage, which is filled with Tong Limos and Town Cars. Mercy whacks the guys in the Garage as the surviving Girls are there as well, trying to steal a car. Mercy takes a car and peels out, racing from the Tar Pits as a few survivors give chase.

LEVEL 5 – THE STREETS OF SIN CITY

BEAT 5A – MERCY BEHIND THE WHEEL

Brother Mercy drives through Sin City, racing to escape the surviving Tong or taking them out when the opportunity presents itself as he drives to the Tar Pits.

BEAT 5B – ARRIVE AT THE TAR PITS

Mercy deals with the last Tong Car and reaches the road overlooking the Tar Pits. He sees Marv on top of the Tong Mercedes (linking up with Marv's story). He sees Marv go flying off the car. Mercy comments... "Magnificent creature. Like Samson". Mercy loses sight of Marv and brings the car to a stop.

LEVEL 6 – THE TAR PITS

BEAT 6A

Mercy must sneak and fight his way past Tong Henchmen, but then he runs into something he wasn't expecting... Thugs from the Pink Trombone. He overhears their conversation about the girls and the shows that are taking place at the casino.

Brother Mercy finishes them off, and then makes his way to a cliff that overlooks the Tar Pits.

BEAT 6B

Brother Mercy looks through his scope, picking off Targets and eventually, finding Fo in sights right as Marv is about to deliver the coup-de-gras. Mercy needs to do it before Marv can. BLAM. Mercy takes the shot, blowing Fo's head clean off. In his scope, Brother Mercy can see Marv looking in his direction, slightly confused (note that this links us up with the end of Trench Warfare Chapter 1).

Brother Mercy watches Marv as he takes the dead man's coat and moves toward the Mercedes. Brother Mercy lowers his weapon and slips into the shadows.

CHAPTER 3 – ORDERS FROM GOD - END