

Sin City

Story Level Walkthrough Beats

CHAPTER 4 – TRENCH WARFARE - START

LEVEL 1 – EXT. TAR PITS

BEAT 1A – MARV WAKES UP

(Note: This scene starts at Wallenquist's Mansion. We will come to realize this later.)

Marv "wakes up" in a puddle of blood, surrounded by dead men. He is on an outdoor patio near a pool. A few bodies are floating in the water. More corpses line the outskirts of the patio and parts of the garden just beyond it. "Dead guys... and I'm not one of 'em" Marv says to himself. "This happens sometimes... I don't remember so good... I gotta condition."

Marv slowly gets to his feet. "I guess they pissed me off", Marv says as he scratches his head and shakes out the cobwebs. Something is irritating his back. He can't reach it. Instead, Marv looks at the bodies floating in the pool. Black auras of blood surround them, moving slowly out in gentle blossoms. Marv thinks. "Tar... the tar pits. Nancy."

FLASHBACK – Marv is at the Tar Pits as Fo's head explodes. Then Marv hustles to the Tong Vehicle and gets inside. "Lucille will know what to do. I stepped in something... or more like it, stepped on something, and it's about to blow. Lucille will know what to do. She's got my meds."

CHARACTER SWITCH TO MARV

Cops are arriving at the Tar Pits as Marv races out onto the street. Some cops give chase.

BEAT 1B – RACE TO LUCILLE'S

In the Tong Car, Marv races across town, heading for Lucille's. Along the way, he will be tailed and chased by various Police Cruisers. Marv can try and outrun them or he can engage them in combat and try and take them off the road.

LEVEL 2 – EXT. LUCILLE'S APARTMENT BUILDING

BEAT 2A – KNOCK, KNOCK

Marv pulls the car to stop at Lucille's and leaps out. He rushes up to Lucille's Apartment. She answers the door.

Jeez, Marv, you look like shit. What happened? But Marv can't remember. He needs some more pills. Reluctantly, Lucille gets them for him. She sees that Marv is covered in blood. Marv tells Lucille not to worry... "it's not mine." Then, Marv remembers. He tells Lucille that he's gotten himself into the middle of something big. Lucille tells Marv she's going to call the cops... but Marv says that he thinks that they may be involved. He needs his pills. Reluctantly, she agrees. Suddenly, they both hear a squeal of tires as Tong Vehicles screech to a stop out front. Marv sees them pile out onto the streets. They've followed him, or been tipped off by the cops who know Marv and know that he would go to Lucille. Either way, Marv ducks out Lucille's fire escape.

BEAT 2B – WHERE THERE’S SMOKE

Marv sees the Tong Gunman approaching. He wants to lead them away from Lucille’s, so he starts making noise. Soon, Marv is in the middle of a gunfight on the various Fire Escapes that are attached to the sides of the buildings. More men approach from the roofs, and Marv takes them out with Gladys and his fists. Eventually, he may be able to collapse parts of the Fire Escapes, sending them crashing into one another. Marv makes for the roof of one of the buildings, and a huge fight breaks out as Marv finds himself surrounded by Tong.

BEAT 2C – UP ON THE ROOF

Marv must systematically take out the Tong on the roof of a nearby Apartment building. He can run along the soffit, uses parts of the rooftop (vent pipes, antennas, etc.) as make shift weapons, and maybe even toss guys over the side. Eventually Marv fights the last guy (mini-boss perhaps) and sends him flying from the roof to become street pizza.

BEAT 2D – WHAT’S IN THE TRUNK

Marv begins to move his way down through the center of the building, taking out any guys he encounters. Eventually, he makes it to the street. Just as he gets there, he hears a few of the Tong taking to each other next to an open trunk. One says “Take the girls. We’ll keep searching for the traitor.”

One of the Tong goes to get into the car. He starts it up. Marv makes his move and kills the guy by the open trunk, taking a weapon that he was holding. He looks into the trunk. An arsenal. Marv smiles. Then, he slips into the trunk. “I decided to add one more weapon to the back of the vehicle.”

LEVEL 3 – TONG H.Q.

BEAT 3A – A QUIET ENTRANCE

The Tong Vehicle, with Marv in the Trunk, drives through the secure gates and into the Tong Compound. The driver gets out, pulling the girls with him. Marv watches them through the open slit of the trunk lid. He hears the Tong yelling at one another. Someone has betrayed them... set them up. The deal with Wallenquist went bad. Fo is dead. Etc.

BEAT 3B – MARV TAKES A LOOK

Marv wants to see where they are taking the girls, so he slips out of the trunk, taking a good portion of the weaponry with him, and has a look. Of course, this means killing anyone that gets in his way. Marv fights his way into the Tong H.Q.

BEAT 3C – ME AND MY SHADOW

As Marv enters the main building, he sees that the Tong H.Q. has a very Asian-inspired theme. There are rice-paper screens separating the rooms. Marv can see movement behind them and can attack and kill Tong through the screens. It is also possible that the Tong may attack him with swords that suddenly appear through the walls. Plenty of action as Marv makes his way toward the basement of the Tong H.Q.

BEAT 3D – GIRL FIGHT

Marv enters the basement, and suddenly sees some of the Old Town girls caged like animals. They appear to be drugged. Ahead, there is a lot of commotion. Marv can hear two girls fighting. He kills a few of the guards and enters a make-shift training arena in the center of the Tong H.Q.

Marv sees the girls battling. He's angry. "The girls of Old Town know the score. They trade their womanly skills for cash. Pleasure, and maybe a little pain, for a price. It's their bed, and they lie in it. But this... this is something else. This is wrong. Nobody should ever force a dame to fight. That's man's work."

Marv is offended by what he sees and goes on a rampage. He systematically wipes out the Tong in the H.Q., releasing the captured women in the process. One of them tells Marv that there were more girls, but they've already been taken somewhere else.

BEAT 3E – BOSS BATTLE

Waiting for Marv in the center of a make-shift arena is the Gladiatorial Boss (the one who has been training the girls). Marv squares off against the Gladiatorial Boss and the fight is one. A massive mano-a-mano, with two almost even matched warriors. The Boss will use weapons that the girls were training with... axes, swords, staffs, mace, etc. Marv will have to kill the Boss with extreme prejudice. When he finishes off the Boss, the man says... "How much did Wallenquist pay you to betray us? There will be more of us coming, and we will have our revenge." Marv gives him the hard goodbye.

Wallenquist? Damn, this is big. Marv walks through the remains of the H.Q. DISSOLVE to WALLENUQUIST'S MANSION GATE

LEVEL 4 – WALLENUQUIST'S MANSION

BEAT 4A – GOOD FENCES MAKE GOOD NEIGHBORS

Marv finds himself in front of Wallenquist's Mansion gate. It is heavily fortified. Armed men patrol the entrance. "Wallenquist had a hand in enslaving those girls... making them do un-natural things, for them anyway. It ain't right. Somebody's gotta let him know." Marv moves around to the side of the wall, until he finds a part of it that he can climb. He moves along the wall until he finds a way over it, and then leaps into the gardens behind the Wallenquist estate.

BEAT 4B – I NEVER PROMISED YOU A ROSE GARDEN

Marv fights his way through the gardens, dispatching Wallenquist Strongmen along the way. Eventually, he makes his way to the Pool Area.

BEAT 4C – STAY OUT OF THE WATER

As Marv reaches the Pool Area, he finds himself surrounded by Strongmen. Marv unloads with all he's got as we have a huge action set-piece in this area of the estate grounds. When Marv finishes off the last man, he suddenly feels something hit him in the back and he falls down on the ground, landing in a pool of blood. "Didn't see that one coming... he's got some skill." Behind him, a Thin Assassin (later he will be Wallenquist's Boss) moves back into the shadows.

BEAT 4D – AN ITCH YOU CAN'T SCRATCH

Marv struggles to get back to his feet. He's confused. What's happened here? The pool... the dead guys. (Note: we have now caught back up to the first scene of the Chapter) Then, he remembers... Wallenquist. There is a pain in his back. Marv tries to reach it, but can't. Marv fights his way toward the front door, killing and hosing guys that get in his way. Then, Marv gives the front door a kick, and it crashes inward.

Marv steps inside to find twenty Strongmen with their weapons pointed at him. "Wait" a voice says. The Thin Assassin steps forward, smiling as Marv looks at him, and then falls face first onto the floor of the Foyer. In Marv's back, we can see a bladed syringe. The Thin Assassin crosses to Marv and removes it as we FADE TO BLACK.

CHAPTER 4 – TRENCH WARFARE - END