

# Sin City

## Story Level Walkthrough Beats

*Note: This part of the story begins with Brother Mercy already near Traction Station. He is after Det. Fitzgerald, but will become the way in which Wendy is released to continue her journey.*

### CHAPTER 5 – ORDERS FROM GOD - START

#### *LEVEL 1 – EXT. TRACTION STATION – NIGHT*

##### **BEAT 1A – A COP WHEN YOU NEED ONE**

Brother Mercy is looking through the SCOPE of his Sniper Rifle, checking out the defenses around Traction Station.

##### CHARACTER SWITCH TO BROTHER MERCY

Lots of activity. He comments on it, as well as on the Police Station and his next target, a dirty cop named Det. Fitzgerald. Brother Mercy begins to move toward the station, searching for a way in, and dealing with any Cops he encounters.

##### **BEAT 1B – THIS IS A 911 EMERGENCY**

Brother Mercy fights his way into the Station, entering through the front door and then blasting and / or stealthing his way through the Police Station.

#### *LEVEL 2 – INT. TRACTION STATION – INTERROGATION ROOMS*

##### **BEAT 2A – WE HAVE WAYS OF MAKING YOU TALK**

Brother Mercy sneaks and fights his way toward the Interrogation Rooms. He sees that the place is filled with Prisoners, and realizes that a distraction might work in his favor.

##### **BEAT 2B – RELEASE THE HOUNDS**

We see all sorts of corrupt behavior by the cops. We get the impression that pretty much everybody jailed there is innocent.

Sneaking into the Master Control Room, Mercy is able to throw a switch which unlocks all of the cells. The guards and cops are overwhelmed as a riot breaks out in the Interrogation Room. One of the inmates says something like “thank God for you...” Brother Mercy smiles at the irony (or says some really poignant line of dialogue).

##### **BEAT 2C – FIND FITZGERALD**

Brother Mercy uses the distraction to his advantage, and in the chaos, makes his way toward a locked Room at the end of the Hall. He can hear nasty business going on just beyond the sealed door.

### **BEAT 2D – KNOCK, KNOCK**

Brother Mercy must fight one of the Cops who's carrying a Grenade Launcher. One he defeats him, he can use the launcher to blow the door off its hinges, and he gets inside the room.

### **BEAT 2E – WHAT HAVE WE HERE?**

Mercy moves into the Room, where Fitzgerald is recovering. He sees Wendy and Goldie strapped to tables in obviously uncomfortable and sexual deviant ways. Some interrogation. Boss Battle with Fitzgerald. Mercy will have to kill him without harming Wendy or Goldie. When he does, he turns to go, leaving Wendy and Goldie to their fates. Goldie says that she knows Mercy. Wendy recognizes him too. "I know you" she tells him. "Everyone I know is dead" he answers. He moves to the door. "Angie-Baby... that's it" Wendy calls out. She has your picture. Brother Mercy stops. You are mistaken. No, Wendy is sure. She tells Brother Mercy that Angie has been taken by a killer who is stalking the girls of Old Town. She may already be dead. Mercy has a job to do. He decides to return to Father Frank for guidance. He throws Wendy some keys from Fitzgerald and leaves.

### **BEAT 2F – TIME FOR A CRUISE**

Brother Mercy rushes through the station, killing anyone in his way, moving toward the Police Garage. There, he steals one of the Police Cruisers and races toward the Cathedral.

## *LEVEL 3 – THE STREETS OF SIN CITY*

### **BEAT 3A – ONE ADAM TWELVE**

Brother Mercy tears through the streets of Old Town, lights flashing and siren wailing, as he heads back toward the Cathedral and Father Frank. As he drives, he occasionally has to deal with some cops that pull up alongside of him.

In VO, we hear Brother Mercy tell us the story of Angie... she was a nun that he fell in love with. But their love was a betrayal. Stopped by the Church and Father Frank. Frank told him that Angie was dead, but now, Mercy realizes that instead, she left the Church and turned to a life of sin to torment herself. She became a whore. Brother Mercy must find out why. We learn of his conflict: Torn between lust for flesh and lust for vengeance against the woman who lead him back into sin and torment.

### **BEAT 3B – A FEW STRAGGLERS TO DEAL WITH**

A few cops have made their way to the Church, ahead of Brother Mercy. He smokes them and then goes into the Church.

## *LEVEL 4 – INT. ST. JUDE THADDEUS CATHEDRAL – CONTINUOUS*

### **BEAT 4A – BACK TO CONFESSIONAL**

Brother Mercy moves through the Church grounds to through the rectory to the Confessional Booths. He goes inside.

### **BEAT 4B – FORGIVE ME FATHER**

Brother Mercy Confronts Father Frank. Father Frank says that he couldn't tell Mercy the truth. He had to protect him. In a sense, Angie died when she became a harlot. Then, Mercy learns that the killer prowling around Old Town is protected. Like you, Mercy, he is doing God's work. But Angie. She is a whore. He is an agent of the church. Besides, it was Father Frank that led

him to her. Father Frank tells him... "Now, finish what we have started". Take out the guy at the Pink Trombone. Father Frank says that one of the Crusaders talked before he died, and that some of the Church's stolen artifacts are now decorations at the Pink Trombone. Stop this blasphemy. FADE TO BLACK

#### *LEVEL 5 – EXT. THE PINK TROMBONE*

##### **BEAT 5A – GET INTO THE PINK TROMBONE**

The Place is members only, so the only way that Brother Mercy is going to get inside is to sneak or kill his way past the bouncers at the door. He hears a couple of the Thugs talking. They stole the relics (bones of St. Jude Thaddeus who's bio we should do in VO) and Lachay has been drinking the crushed up bones for own heavenly salvation.

##### **BEAT 5B – THE DEN OF SIN**

Inside the Casino, Brother Mercy moves his way toward the Fight Arena.

#### *LEVEL 6 – INT. THE PINK TROMBONE – ARENA*

##### **BEAT 6A – BREAD AND CIRCUSES**

Brother Mercy sneaks and / or kills his way into a secret area deep inside the Casino, where he discovers a Gladiatorial Arena. The coding might be something out of Dante or the Bible or the Epic of Gilgamesh or maybe Brother Mercy is really smart as he navigates the secret, surreal, decadent landscape of the inner sanctum of the Pink Trombone (the interior of the Pink Trombone should kind of remind us of Xerxes' Tent – Fresco's on the Wall could vaguely reference a decadent Persian/Babylonian theme). However, let's make sure we aren't too close to "300".

Filthy rich men are watching some of the Old Town Girls fighting inside the arena. Brother Mercy sneaks his way closer, getting a good look. He sees Miho surrounded by dead girls.

CHARACTER SWITCH TO MIHO (CAMEO)

##### **BEAT 6B – THUMBS DOWN**

As Miho, the Player must fight in Melee Combat against other kidnapped girls of Old Town. Although they don't want to, these are fights to the death. Miho finds herself surrounded by girls. "I'm sorry, but you have to die". Although they are afraid of Miho, they have no choice. They attack. A huge sexy battle of girl on girl action with Miho as the star attraction. When the battle is finished, the place clears out.

##### **BEAT 6C – SILENT MASTER**

Miho is confronted by her master as she leaves the ring. She is under some kind of spell of honor, and is duty-bound to listen to her. Miho is stoic as the master tells her she has done well. Miho can only look at the bodies of her friends that she was just forced to kill.

CHARACTER SWITCH TO BROTHER MERCY

##### **BEAT 6D – MERCY ME**

Brother Mercy sees the first ARTIFACT that he has to recover above the arena. There are few stragglers left behind. He deals with them and then recovers the artifact.

## *LEVEL 7 - INT. THE PINK TROMBONE – OFFICES AND SECURITY ROOM*

### **BEAT 7A – RECOVERY**

As Mercy moves through the Casino, he can locate and recover the other Artifacts.

### **BEAT 7B – HOT ON THE TRAIL**

When Brother Mercy gets the last item, he sees Lachay and follows him toward his offices. Lachay is the next man on his hit list.

### **BEAT 7C – BATTLE ROYALE IN THE CASINO**

Brother Mercy fights his way into the Security Room, which is filled with heavily armed guards. A huge battle takes place. When it is over, Lachay escapes into the Vault.

## *LEVEL 8 – THE VAULT*

### **BEAT 8A – CITIES MADE OF GOLD**

The fight moves into the Vault, where Mercy is able to recover the last artifact and to finish off the remaining Casino goons protecting Lachay. Then, Brother Mercy moves toward him.

### **BEAT 8B – BOSS BATTLE LACHAY**

A Boss Battle with Lachay, who has built defensive measures into the Vault. As he is about to finish off Lachay, alarms sound throughout the Casino. There is pandemonium everywhere. Lachay escapes through a secret exit, and Brother Mercy must run to escape the Vault before it seals him inside. Dead gas begins to fill the space.

### **BEAT 8C – RUN, MERCY, RUN**

Vault doors are starting to close just ahead of him, and Brother Mercy must deal with the surviving guards and escape the Vault before he is trapped. As he exits the final chamber, he looks on one of the SECURITY MONITORS and sees Wendy and the Old Town Girls storming the place. In the midst of Wendy's assault on the Pink Trombone, he believes he is living a divine fantasy, or maybe he is living a divine reality. Demonic Angel Girls... Demonic Demons... Brother Mercy isn't sure which, but at this point, he is convinced that his quest has come straight from God himself.

## *CHAPTER 5 – ORDERS FROM GOD - END*