

## Sin City

### Bullets and Broads

*Note: This level begins with a flashback, then catches up to Brother Mercy arriving and killing Fitzgerald, thereby releasing Wendy and Goldie from captivity.*

#### CHAPTER 6 – BULLETS AND BROADS – START

##### LEVEL 1 – INT. TRACTION STATION INTERROGATION ROOM

###### **BEAT 1A – JUST HOLD ON (FLASHBACK)**

*(Gadget Note: This is just a quick reminder note to suggest that Wendy and Goldie might be specialists with gadgets. Think of their entire costume as a weapon. Stiletto heels, garrote belts, knife hair-clips, etc. Maybe they have hidden guns. Think of them as dirty girl fighters). This may play in following scene is some way.*

Wendy looks up to see Brother Mercy standing over the dead Fitzgerald.

##### CHARACTER SWITCH TO WENDY

DISSOLVE TO MOMENTS EARLIER. On Fitzgerald. Wendy fights to hang on as he lasciviously interrogates her. He's going to have fun with this one. She puts up a hell of a fight (maybe gameplay in which she buys time). During this scene, we learn that chaos has broken out all over town between the Tong and the Mobsters, because the Tong holds the mob (Wallenquist) responsible for killing Fo...

###### **BEAT 1B – BROTHER SALVATION (PRESENT)**

Brother Mercy stands over the dead Fitzpatrick. He cuts Wendy and Goldie loose, then he is gone (this links up with Chapter 5). Wendy tells Goldie the truce is off.

###### **BEAT 1C – THE KILLING SPREE**

Wendy tells Goldie to head back to Old Town and inform the girls of what is happening. She's going to stay here and get a little payback. Wendy goes through Traction Station, mowing down the dirty cops with a combination of weapons and melee attacks.

###### **BEAT 1D – HOP ABOARD**

Wendy sees a bunch of SWAT Cops all piling into the assault vans. They are headed for Old Town. Wendy must fight her way to them, then stow aboard one as it pulls out of the station.  
FADE TO BLACK

##### LEVEL 2 – EXT. OLD TOWN STREETS

###### **BEAT 2A – THERE'S NO PLACE LIKE HOME**

The SWAT Cops pile out of the Van. The truce is off. Kill them all. They move out. Wendy slips out her hiding place, and takes out a few of the SWAT cops near the Van. She can also load up on serious hardware... the SWAT cops have all the cool weapons.

From this point forward, the Bad Old Days can be back in Old Town. We can have ambient bad guys cruising old town, shooting. We can also have mob/tong battles happening.

### **BEAT 2B – TO PROTECT AND SEVER**

Wendy now takes on the SWAT cops that are attacking Old Town. She can use all of the weapons at her disposal. Along the way, she can come to the aid of various Old Town Girls who the cops have pinned down.

### **BEAT 2C – SISTERS TOGETHER**

Wendy must rescue Gail and Goldie who are under siege from the SWAT cops and one of their combat vehicles. When she reaches them, Wendy asks Gail why Miho isn't smoking this guys? Where is she? Gail tells Wendy that Miho was fighting the cops, but then just left. Willing. With a woman, AKINA, who is her Master. She was with the Tong. They grabbed some girls. Then, they took Miho as well. Gail says that Akina has some kind of control over Miho.

Wendy realizes that they need Miho if they are going to have any chance of defeating the cops.

Wendy tells Goldie and Gail to hold off the cops as long as possible. She's going to round up some girls and rescue Miho. Gail gives Wendy Miho's weapons. Maybe this will break the spell. But where is she. Wendy knows... Akina was with the Tong... that means the Pink Trombone.

### **BEAT 2D – YOUR COUNTRY NEEDS YOU**

Wendy must now fight her way past the cops and gather up enough girls to join her in an assault on the Pink Trombone.

This could be a 'Treasure Hunt' in Old Town where Wendy is rounding up the girls. Maybe the cops shut down the phones and cells so she's got to go door to door. Maybe she has to find them on street corners. Maybe she has to rescue them.

### **BEAT 2E – ROAD TRIP**

When she has enough girls, Wendy moves to the SWAT assault vehicle and kills the cops guarding it. She hops inside with the girls, and they tear out of Old Town.

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

### **BEAT 3A – URBAN ASSAULT**

Driving the armored combat SWAT vehicle through the streets, Wendy causes maximum damage to the environment and to any cops stupid enough to try and stop her. The girls provide covering fire as these modern day Valkyries battle their way to the Pink Trombone. Wendy and the Girls run into a Bad Cop Gauntlet Barricade on the way to the Casino and have to blast their way through it.

### **BEAT 3B – VALET PARKING**

Wendy smashes into the parking lot and drives the vehicle right up the steps of the Pink Trombone, smashing open the front doors. The girls and Wendy pile out and deal with the Bouncers guarding the place and then rush inside the Casino.

## *CHAPTER 6 – BULLETS AND BROADS – END*

*Notes: There is lots of opportunity for mistaken identities between the two twins. For instance, Kevin might misidentify Wendy as Goldie and that's why he goes after her later on.*

*Here's a really sick idea that we can put in some 'notes' file. Somewhere, in the course of the game we have a side panel with the woman who Brother Mercy kills later coming to the Father Frank and confessing, saying she wants to die before she can sin again. That explains why Brother Mercy will kill her.*

*Another question to figure out: Wallenquist's feelings about what is happening in Old Town and with the Cops and the Tong. It might well be that he doesn't want the war and is trying to stop it, but with Fo dead, there's nobody for him to negotiate with. Afterall, Wallenquist doesn't want to attrite himself on a stupid war.*