

Sin City

Story Level Walkthrough Beats

CHAPTER 7 – TRENCH WARFARE – START

LEVEL 1 – THE TAR PITS

BEAT 1A – DEAD MEN DON'T TALK

Marv reacts as Fo's head explodes (connecting us to the end of Chapter 1). He looks at the dead man for a moment, then catches the faintest glimpse of a RIFLE SCOPE in the distance. Marv comments that if the assassin wanted him dead, he'd already be on the ground as well. Marv takes Fo's coat, and tosses what remains of him in the Pits. Then, Marv moves toward Fo's Mercedes. Just as he gets to it, he can hear a man screaming into a phone in Cantonese. At first, Marv thinks that it is a voice in his head. But then, dead men don't talk, but this one can, so he must still be breathing. Marv moves to him.

BEAT 1B – BOSS BATTLE THE PHONE TONG

The Phone Tong Boss is yelling into the Phone to his boss, Jung Nee, the Tong Leader. He describes Marv to them. He tells Jung that Marv is wearing Fo's coat. He must be one of Wallenquist's guys. Jung declares war on the mob... thinking that this was a set up and that Wallenquist betrayed them. Marv doesn't know what the Phone Boss is talking about, but he tells him... "You're gonna have to put that phone down now..."

The Phone Boss attacks Marv, and they fight in and around the Tar Pits. Marv beats up the guy, hammering him, wondering why they tried to kidnap Nancy... Why they want the other girls... The Tong guy tells him about the Gladiatorial Fights at the Casino. This guy is a disgusting sloppy guy who's probably getting ready to fire the meat shotgun just talking about girls versus girls or girls versus animals or whatever. (Maybe we see a quick side flash of this).

Marv finishes him off and gets to the Mercedes.

As he drives, another panel opens up. This isn't one Marv would know anything about. It's Wallenquist hearing that there was some trouble. The Tong is pissed. Some guy in a trench coat was messing stuff up. Wallenquist wants the guy in the trench coat at any cost. We now have the conditions set for Marv to get caught in a running crossfire between a vengeful Tong and Wallenquist's guys for the rest of the game.

LEVEL 2 – THE STREETS OF SIN CITY

BEAT 2A – MARV DRIVES

Marv makes his way through the streets of the city. As he drives, he occasionally runs into some Tong Thugs who try and run him off the road. Marv can engage them in Car Combat as before.

BEAT 2B – SO CLOSE AND YET SO FAR

Just as Marv arrives at the Pink Trombone, his Mercedes is T-Boned by another car. Marv is tossed sideways, flung from the vehicle. Before he can recover, he's stomped on by more than a dozen thugs. FADE TO BLACK

LEVEL 3 – WALLENQUIST'S MANSION – LATER

BEAT 3A – WAKE UP, MARV

Marv finds himself strapped to a table, about to be cut apart into a million tiny pieces by a few plastic covered Henchmen. Wallenquist hovers over Marv, telling him that he caused a lot of trouble. He tells Marv to listen. "Hear that?" It's gunfire. Wallenquist tells Marv that the Tong think that he broke their business agreement, and so they've attacked. They're going to break in here and kill Wallenquist and nobody can stop them.

Suddenly, Wallenquist has an idea. He kills his own guys with a pistol. BLAM, BLAM. He cuts Marv loose, and tells him to "do what you do." He opens up a cabinet and inside, Marv finds an arsenal of weaponry. Wallenquist is gone before Marv can comprehend what is happening. Instead, he moves to gun rack and loads up.

BEAT 3B – HELL UNLEASHED

Marv goes on a rampage through the Mansion, killing anyone that he encounters. Wallenquist's Men and the Tong both target him, and he hoses them both down with equal glee. This is the major gun and melee set-piece for Marv, and should be a spectacular "end" to his storyline. Wallenquist's Mansion should be torn apart in the process. This should be a slaughter, with everyone corner of the Mansion covered in blood and viscera.

Eventually, almost everyone is dead but Jung Nee. Marv reaches him and dispatches with his bodyguards, leading to the final Boss Battle.

BEAT 3C – JUNG NEE BATTLE

The Big Boss Battle. Jung is trying to kill Wallenquist, who is fighting back with an arsenal of his own and could care less if he kills Marv in the process. Perhaps Wallenquist has some type of armored "safe room". Jung is blasting away with some high-powered smuggled hardware from the Chinese military. Plenty of explosions and fire. Lots of excessive violence. Marv finishes him off as Wallenquist steps up behind Marv. He asks Marv "How can I repay you?". Marv tells Wallenquist that he has a real nice coat. A Bernini. Wallenquist gives him the coat. FADE TO BLACK

LEVEL 4 – KADIE'S CLUB PECOS - LATER

Note: Although this beat is included here because it is part of Marv's overall story and gameplay arc, in the game this should be the last thing that the Player does after resolving the Wendy and Brother Mercy storylines and gameplay.

BEAT 4 – THE WAY ANGELS OUGHT TO SMELL

Marv is back at Kadie's. He's got a new his new coat. He's having a drink when Goldie enters the bar and walks straight up to him. She kisses him. Marv doesn't know how to react, but she continues. FADE TO BLACK

LEVEL 5 – HOTEL – LATER

BEAT 5A – SHE SAID HER NAME WAS GOLDIE

Marv wakes up next to Goldie. She's dead (this is where we sync our story up with the Hard Goodbye Graphic Novel). Marv is trying to figure this all out. Then he hears the Cops. Somebody set him up, and paid a lot of money for it. Marv can hear the cops rushing up the stairs. He vows to get whoever did this. He vows to do it for Goldie.

BEAT 5B – MARV BEGINS HIS QUEST FOR VENGEANCE

Marv grabs Gladys and begins hosing the Cops, blasting them in the hallways and the stairways. Eventually, he sees a window he can jump through and races toward it. CRASH. Marv falls toward the street below as WE SMASH CUT TO BLACK.

CHAPTER 7 – TRENCH WARFARE - END