

Sin City

Bullets and Broads

CHAPTER 8 – BULLETS AND BROADS – START

LEVEL 1 – INT. THE PINK TROMBONE

BEAT 1A – LET’S GET THIS PARTY STARTED

Wendy blasts her way inside the Pink Trombone. The rest of the girls join the fight, and a massive gun and melee battle breaks out on the floor of the Casino.

BEAT 1B – A LONG LOST BROTHER

Wendy rushes forward, straight into Brother Mercy. He tells her that what she is looking for is down that way... shows her the way to the Gladiator Pits. Then, Brother Mercy is gone.

BEAT 1C – THIS PLACE IS THE PITS

Fighting anyone she encounters, Wendy makes her way to the Gladiator Pits. She sees the place is covered in blood.

Note: The gladiatorial arena is hidden inside the casino. You have to be escorted there. Secret elevators. Various kinds of precious metal keys. No one employee knows the whole path. Blindfolded. No floor designations on the elevator. Think as much Maze/Puzzle game as we can have in Sin City. 3D Labyrinth and gauntlet for our guys to get through.

This would actually be kind of an interesting thing to set-up earlier. The protocol. We don’t want to get to James Bond in this, but we do want to pleasantly surprise people.

BEAT 1D – MIHO MY

As Wendy rounds a corner, she is attacked by Miho, who is under some kind of spell that her master holds over her. Mini-Boss Battle with Miho and Akina.

To rescue Miho, Wendy must show her that fighting back will not break her code of honor and duty to Akina.

During the fight the Master, Akina, appears, and Wendy must find a way to kill her while Miho protects her. All of her fighting skills come into play. Miho is torn, and is clearly not fighting as well as she is capable of... eventually, Wendy gets the upper hand, and Miho suddenly stops as Wendy shows Miho her weapons. Akina escapes, but Miho allies herself with Wendy. The spell is broken.

BEAT 1E – PAYBACK’S AN ANGRY BITCH

Wendy wants payback on the whole place. Burn this mother down. And everyone who witnessed what was happening here. She turns Miho loose (who now acts as a kind of smart bomb), freeing her and unleashing a torrent of destruction.

This is Wendy's final big action set piece as she systematically tears apart the Pink Trombone and anyone still alive in it.

BEAT 1F – WHALE HUNTING

Wendy and Miho go after the “whales” (the big gamblers) who were betting on the gladiatorial battles that the girls were forced to engage in. They trap a few of them up in their suites and mow them down. Some of the whales have body-guards of their own that must be dealt with.

The fun for the Old Town Girls is going to be whacking the slobbering and disgusting international whales who were getting a firm worm over their murder, humiliation and destruction.

Whales and their bodyguards should be hunted and killed in horrible and humiliating ways. Some are thrown into the arena. Some are chopped to Sushi as they cower in there penthouse suites, and so on.

The last whale to die tells them that this wasn't his fault... he didn't know about the “entertainment that Lachay had in store”. Lachay. They have to kill him.

BEAT 1G – A LACHAY STREAK COMES TO AN END

Wendy and Miho go hunting for Lachay, moving up toward the rooftops, killing anyone that gets in their way.

LEVEL 2 – EXT. THE PINK TROMBONE ROOFTOP

BEAT 2A – A GRISLY PRESENT

On the Roof, Wendy finds the remains of the Helicopter and Lachay's corpse. A gift from Brother Mercy. Suddenly, they are ambushed by some remaining Crusaders and a Police Helicopter.

BEAT 2B – EYE IN THE SKY

Using the arsenal she finds on the roof, Wendy can deal with the attackers and the Police Chopper, blasting it from the sky. When she does so, it crashes down through a skylight, into the center of the Casino, igniting the place on fire. More explosions as the entire place goes up in flames.

BEAT 2C – THE ESCAPE

As the Casino explodes and burst into the flames all around them, Wendy and Miho must run the gauntlet to safety. Miho will occasionally get out in front, and lead Wendy in the right direction. Wendy makes the final dash out the front door as the entire Pink Trombone is engulfed in flames. FADE TO BLACK

LEVEL 3 – OLD TOWN – LATER

BEAT 3A – NIGHTS LIKE THESE

Later, in Old Town, Wendy links back up with the girls and Goldie. Wendy tells Goldie that bad times are coming, and that she should find some place to stay that's safe. Probably outside of Old Town. Goldie says that she saw someone earlier, when she went to Kadie's, who will fit the bill.

As Goldie leaves, Wendy and the Girls begin the getting rid of the bodies, and doing their best to “clean up” Old Town.

BEAT 3B – VISIONS OF DEATH

CHARACTER SWITCH TO GOLDIE (CAMEO)

Goldie is walking her way through Old Town when she sees Kevin dragging a girl into the Limo. She comments to herself. That's one of Roark's vehicles. Goldie gives chase on foot, running to catch up to the car. As it rounds a corner, it suddenly stops... and Kevin stares at Goldie from the back window.

The Car turns back around and starts racing toward her.

BEAT 3C – SOMETIMES YOU'RE THE WINDSHIELD, SOMETIMES YOU'RE THE BUG

Action sequence with Goldie as she tries to avoid being run over by the Roark Limo. It chases her through the streets and down an alley. Eventually, she ducks away just in time and the car peels off into the night. Goldie catches her breath and then makes a dash for Kadie's.

CHAPTER 8 – BULLETS AND BROADS – END