

# Sin City

## Story Level Walkthrough Beats

### CHAPTER 1 – TRENCH WARFARE - START

#### *LEVEL 1 - STREETS AND ALLEYS OF OLD TOWN – 11:45 PM (APPROX.)*

##### **BEAT 1A – INTRO THE GAME AND FO**

We start out playing a giant, “Marv-sized” Tong Strongman who we’ll know as FO. He was sent by his boss to snag girls from Sin City’s Old Town for an as yet unknown client (though we know that this is the Pink Trombone Casino). Fo also has a “real nice coat”. Following an Opening Cut scene that establishes Fo and his quest, we take control of Fo as he begins to move through the streets of Old Town.

#### CHARACTER SWITCH TO FO

Fo goes on a couple of missions in old town. He must capture girls for his client. When he gets one, a Limo will pull up and take the girl away. The girls of Old Town have let their guard down (which explains why it is up so high when JACKIE BOY showed up in the Big Fat Kill) due to some recent troubles they’ve been experiencing (Kevin hunting Old Town girls being their most prominent problem). So as Fo arrives, the entire place is already on edge.

##### **BEAT 1B – CAPTURE THE GIRLS**

Fo begins to move through the streets and alleys. Along the way, he will come upon Working Girls. He must find a way to capture and/or overpower a few without alerting the others. It is possible that he can con them into the limo, or if needed, fight them and take control if they put up an unexpected fight.

During this initial action, the Player is trained in all of the key movements and control mechanics. These should include melee fighting (including finishing moves), environmental interaction (including possibly stealth), and ranged combat.

As Fo moves through the streets, he will find himself facing a number of enemies, including a few sailors who come to the aid of the girls, and eventually, even some of Wallenquist’s men, who have orders to take out anyone associated with the Pink Trombone.

As Fo goes for one of the girls, she is grabbed by another assailant, foreshadowing Kevin and his relentless hunt, and setting up that Wendy is in the world, trying to protect the girls, and maybe even encourage them to get off the streets for a few nights. Fo may see or overhear some of this.

##### **BEAT 1C – LEARN OF NANCY**

As Fo explores and battles his way through Old Town, one of the guys Fo fights tells him “you don’t want to do this in Old Town... it’s gonna get you killed. Besides, the hottest dame in Sin City is Nancy Callahan. She’s at KADIE’S CLUB PECOS.”

Fo has his new objective. Get to Kadie's. Shots ring out. Fo fights his way to his armored Mercedes and makes his escape. It is possible that as he peels away, we see Wendy and some of the girls taking shots at his rear window, setting up a bit of the Wendy as protector narrative.

### *LEVEL 2 – STREETS OF SIN CITY (OLD TOWN TO KADIE'S CLUB PECOS)*

#### **BEAT 2A – DRIVE, FO, DRIVE**

Fo drives out of Old Town in his armored Mercedes. He makes his way to Kadie's (training as needed). If we are going to include car to car combat, this might be an good opportunity to have some, perhaps with a Wallenquist car that Fo smashes into as he pulls out of Old Town. He could also get into trouble from the Cops (racing through the streets wouldn't go unnoticed), so that presents an opportunity as well to either evade or fight with them as well.

#### **BEAT 2B – ESTABLISHING KADIE'S CLUB PECOS**

Fo arrives at Kadie's Club Pecos. He does battle with a few bouncers, sending them flying. Then, he moves toward the door as we cut inside...

(Note: By the time Fo's sequence is finished, the Player has done all of the necessary training, including driving).

### *LEVEL 3 – INT. KADIE'S CLUB PECOS*

#### **BEAT 3A – NANCY STRIPTEASE MINI-GAME**

Marv is at the bar, watching Nancy dance. "That Nancy's really something" (Or whatever the line is.). "It's like she knows just what I want her to do – every minute."

#### CHARACTER SWITCH TO NANCY (CAMEO)

The Player has a mini-game, taking his place in Marv's fantasies. The Player makes Nancy dance. It's DDR (follow the button presses). You do it right, clothes come off. You blow it and you're jerked back to reality. In either case, Marv comes back to his senses (he's gotta condition) when he hears a commotion at the front door.

#### CHARACTER SWITCH TO MARV

#### **BEAT 3B - MEET AND BEAT**

Marv looks over. He sees something he doesn't like. It's Fo and a bunch of Tong goons coming through the door. A bouncer goes flying. They walk towards Nancy, intently. Marv doesn't like the look of this. "Look all you want, but nobody touches her." Fo tells Marv to take a hike. Marv tells Fo he has a really nice coat. Be a shame to get a stain on it. Fo takes a swing at Marv.

Marv beats the bejeezuz out of Fo and the rest of the Tong. At this point, Fo functions as a pseudo-mini-boss, and fights harder and stronger than the rest. Dwight walks in. Ask Marv what's going on. "Same old, Same old." Marv gets Fo's coat. He's about to put it on when Fo gets a second wind. Probably takes some drug. Marv, kicks him in the nads. Nothing happens. This surprises Marv. Fo gets his coat back and runs away. Marv watches him, but doesn't stop Fo. Somebody, maybe Dwight, asks Marv: "How come you let him go?"

Marv - "I kicked him in the balls, or at least where his balls should be, and he didn't react. Not a twitch. Now what's a eunuch want with a nice girl like Nancy? He can't do nothin'. So he's gotta be working for somebody. I wanna know who."

Marv has a new objective... follow Fo. He wants to know who he is working for. And he wants that coat.

#### *LEVEL 4 – EXT. SIN CITY STREETS AND ROOFTOPS*

##### **BEAT 4A – FOLLOW FO**

MARV follows Fo's bloody trail. Easy to pick out red splotches in the black and white world of Sin City. The blood trail leads to a ladder. Marv starts to go up. Gunshot. In our first SHOOTING PUZZLE Marv toasts the guy on top of the building. He's one of Fo's tong guys.

##### **BEAT 4B – FIGHT TONG HENCHMEN**

Marv tanks across the rooftops, chasing Fo, killing various Tong guys who are left behind to keep him busy. He picks up weapons. Maybe some info. Eventually Marv ends up back on the street as Fo is getting into the armored Mercedes.

##### **BEAT 4C – MARV DASHING MERCEDES MINI-GAME**

Fo tries to run-over Marv with the car. Marv has to dash left and right, rolling out of the way. Marv can also jump over the car and cause it to change direction by firing at it with Gladys. Eventually, Marv will find the perfect moment and can time it just right so that he lands on top of the Mercedes.

#### *LEVEL 5 – STREETS OF SIN CITY (MARV ON THE MERCEDES)*

##### **BEAT 5A – MARV GOES FOR A RIDE**

Tong shoot at Marv through the sunroof as he clings to the top of the Mercedes. In the ensuing fight, he clings on for dear life, shoots into the car. Marv can perform various car top acrobatics as Fo attempts to knock him off. Whenever a Tong hit pops up through the sunroof, Marv can hose him.

Eventually, Marv is tossed from the car right near the Tar Pits as Fo drives away toward them.

##### **BEAT 5B – GET TO THE TAR PITS**

Marv moves and fights his way to the Tar Pits. He encounters some of the thugs from the Pink Trombone waiting near a Limo and takes them out. There are more thugs patrolling the gates of the Tar Pits, and Marv gives them the hard goodbye as well.

Eventually, Marv sees Fo at the Tar Pits with another man, hidden in the shadows.

#### *LEVEL 6 – THE TARPITS*

##### **BEAT 6A – INTERCEPT FO**

Marv fights his way through the Pink Trombone and Tong Thugs and works his way toward the meeting between Fo and the mysterious man.

**BEAT 6B – TAR PITS BATTLE**

Marv reaches Fo as the meeting with the mysterious man is complete. Although Marv can't make him out, he does have a real nice coat, which Marv comments on. The man turns to Fo and tells him to deal with "this garbage. Make him a fossil", alluding to the Tar Pits and Dinosaur Statues all around them. (Note that we'll later discover that the mysterious man is Lachay).

The mysterious man pulls away in his Limo as Marv sees that he has filled it with Old Town girls, including those that we grabbed earlier as Fo. Marv is putting it together. Fo was taking the girls from Old Town and selling them into some sort of slavery with this new mysterious man.

Fo sets his remaining men against Marv in a Tar Pits battle. During the fight, Marv can throw men into the Tar to sink them, taking them out of the fight. If Marv finds himself in the Tar, he will have a limited amount of time to get back out before he sinks below the surface for good and it's game over. There may also be a way for Marv to set some of the Tar ablaze. The idea is to create a cool set piece battle with some interesting obstacles / opportunities using the Tar Pits and the Dinosaur Sculptures. Eventually, Marv fights his way to Fo.

**BEAT 6C – FO IS FINISHED (FO BOSS BATTLE)**

Fo's got more left in him than Marv anticipated. Their final battle is a bruising, bloody confrontation that should make use of the same obstacles that Marv had to deal with in the previous battle. Perhaps one of the Dino Sculptures is animated, and this creates a timing puzzle component to getting and finishing off Fo.

Just as Marv is about to deliver the coup-de-gras to Fo, Fo's head explodes.

Marv reacts, and turns to see a sniper on a rooftop across the way. He can't make him out, just the reflection of the scope for a brief moment. Then the sniper is gone (later when we play Brother Mercy, we'll be the one taking this shot).

Marv tosses what's left of Fo in the Tar Pits, but not before getting his coat. Then Marv moves to the Mercedes.

**CHAPTER 1 – TRENCH WARFARE - END****CHAPTER 2 – BULLETS AND BROADS - START**

*Note: We start with a bit of misdirection. We're Kevin. We're snagging a girl for some fun. Problem is, we pick the wrong girl. She kicks the crap out of us. Maybe it's Miho. Maybe it's somebody good with a gun (TBD). The fact that one of the girls says there's a little psycho in glasses trying to snag her masks another plot to steal girls.*

*When Wendy and Goldie find out that girls are missing, Wendy starts investigating.*

*Wendy's investigation leads her out of Old Town and deep into Sin City. Some Dirty Cops see this as a violation of the truce and decide they're going to mess around in Old Town. Of course, this does nothing but get them into a lot of trouble and cause a lot of mayhem.*

*LEVEL 1 – THE CATACOMBS OF SIN CITY – SAME NIGHT***BEAT 1A – HOT TIME IN THE OL’ TOWN**

We begin underground, in the Catacombs of Sin City. Part sewer, part bootleggers’ tunnels, part mine, and part building foundations, this is the underbelly of Sin City, where many secrets are buried. Visually, the Catacombs should have clues as to the history of Sin City, going back to its western roots. Over the years, the place has become infested with vermin, both the rodent and human kind. Today, the Catacombs are inhabited by souls; those of the dead, and those of the stupid, ignorant, desperate or brave enough to risk entering this most dangerous and mysterious of places.

## CHARACTER SWITCH TO KEVIN (CAMEO)

We stealth our way through the Catacombs as Kevin. Occasionally, we run into an underground inhabitant (a homeless thug, or perhaps a few smugglers or drug runners). We can sneak past them or take them out with one of Kevin’s MELEE moves (note that this would be a basic set of moves that are in keeping with Kevin’s skills – perhaps his sharpened fingernails act like knives).

**BEAT 1B – FIND A GIRL AND TAKE HER**

Driven by a lustful rage, Kevin navigates his way through the Catacombs until he finds a hidden stairway that leads up into an alley in Old Town.

*LEVEL 2 – STREETS OF OLD TOWN - ALLEY***BEAT 2A – FIND A HOOKER**

Kevin prowls the streets of Old Town, looking for girls. In the distance, Kevin spots a number of prostitutes working one of the corners. They move in different directions... he can see them but can’t attack them without revealing himself. Further along, there is another, seemingly working alone.

**BEAT 2B – FOLLOW ANGIE BABY**

This girl is beautiful, and slightly older than the others. Her name is Angie Baby. Kevin sneaks up on her as she ducks into a “Hotel”.

*LEVEL 3 – THE HOTEL***BEAT 3A – FOLLOW ANGIE BABY TO HER ROOM**

Angie moves through the Hotel and up toward her room. Kevin must follow her without being detected by the other girls or the “Johns” that are coming and going from the place.

**BEAT 3B – BATTLE ANGIE BABY**

Angie Baby moves into her room, leaving the door ajar. Kevin follows her in, watching her from the shadows. She moves into the bedroom and Kevin follows. In the room, Kevin sees a Nun’s Habit. It looks at first as though it might be part of some kinky costume for sex play (though we will learn more about Angie Baby and her past later when we play Brother Mercy – eventually, we will find out that she was part of the theft of the relics and was the woman that caused Brother Mercy’s fall from grace).

Kevin sneaks up on Angie Baby and attacks, but she reacts just in time. She's a good fighter, and Kevin finds himself in a pseudo-boss battle. Angie Baby is fast and tough... a real girl of Old Town.

Angie Baby is quick... but Kevin's quicker. (Note - maybe Kevin's controls, like Wendy's, have kind of an overdrive, like hitting a dive in "Madden", or maybe everybody else works more slowly – could be good for replay. You play in real-time, then watch the in some sort of replay and see Kevin moving with un-natural speed.)

### **BEAT 3C – DRAG ANGIE BACK TO THE STREET**

Eventually, Kevin overcomes Angie Baby and must drag her back to the street and the secret Catacomb entrance without being detected. If he is spotted by any Johns or girls, he can attack and kill them as long as they don't call out or sound an alarm.

### *LEVEL 4 – STREETS OF OLD TOWN - ALLEY*

#### **BEAT 4A – REACH THE ALLEY**

Kevin is dragging Angie Baby toward the secret Catacombs entrance when two more prostitutes round the corner at the far end of the alley. We can't make them out because they are in the shadows. But they spot Kevin hovering above the knocked out Angie and call out to him. "Hey! What are you doing?!" They start running toward him. Kevin pulls Angie Baby into the Catacombs and is gone.

#### CHARACTER SWITCH TO WENDY

#### **BEAT 4B – ESTABLISHING WENDY, GOLDIE AND THE GIRLS OF OLD TOWN**

Wendy runs out of the shadows into the light, revealing herself as we take control of her character. A moment later, Goldie, her twin sister, appears alongside her. They can see a trail of blood streaked along the pavement of the alley. Wendy and Goldie are pissed. "Not again." Another girl of Old Town is now missing, presumably dead. Wendy and Goldie are pissed. We learn that girls have been going missing for a while, and Wendy has been trying to figure out who and why.

#### **BEAT 4C – THE TRAIL OF BLOOD**

Suddenly, Wendy gets a call. Somebody tried to kidnap Nancy over at the Kadie's. Wendy tells Goldie to go check it out... it might be related to what is happening to the girls... and to what just happened to Angie Baby. She tells Goldie to put the rest of the girls on alert... there is a predator on the prowl tonight in Old Town. In fact, there may be more than one.

Then Wendy draws her gun and begins to follow the blood trail through the alley (note that the blood trail leads to a different way into the Catacombs than the one that Kevin exited from – that's now locked from the inside).

Eventually, Wendy finds a hidden door that leads to a basement room. She cautiously moves down the stairs and into the room.

As she enters the room, Wendy is ambushed by Kevin.

**BEAT 4D – BATTLE KEVIN**

A mini-boss battle with Kevin. He is incredibly fast and darts in and out of the shadows. To defeat him, Wendy must find a way to illuminate the room. Doing so takes away Kevin's hiding spots, and he makes his escape (note that it will be impossible to "kill Kevin" – only drive him away).

**BEAT 4F – DISCOVER THE SECRET ENTRANCE**

As Kevin escapes, Wendy looks around the room. It's a blast from the past: you can practically see the guy who was Mayor in 1878 sneaking down the back stairway tucking in his shirt.

Wendy searches the room and sees that there is blood that seems to lead directly into a wall. Searching, she finds a secret entrance – perhaps she has to break it open or shoot it open as Kevin has locked it. On the other side, a spiral staircase that leads down into the Combs... the Catacombs under Sin City. "Damn", Wendy says under her breath. She knows that this is no place to go... but she doesn't have a choice if she's going to catch up to Kevin and try and get back Angie Baby before it's too late.

*LEVEL 5 – RETURN TO THE CATACOMBS OF SIN CITY***BEAT 5A – FOLLOW KEVIN**

Wendy heads into the Combs. As before, it's a dark, nasty place. Maybe she's got a flashlight... or maybe there are just enough bum-fires and hanging light-bulbs, or even gaslight from the last century, to light her way.

As she follows the trail of blood and the faint sounds in the distance, she is suddenly ambushed by the underworld denizens of Sin City. Wendy finds herself in many fights, engaging targets with her weapons and melee attacks.

As she moves through the Catacombs, we hear Wendy in VO, describing the "Combs" and their history. A lot of bodies have been dumped down here. Everyone knows that if you go into the "Combs", you may never come back.

Occasionally, she catches a glimpse of Kevin moving with Angie Baby. Wendy rushes to catch up.

When she rounds one corner, she is momentarily frozen by the figure of a man... but it's not Kevin, it's Brother Mercy, on a mission of his own (we'll know more about this later when we play him). They exchange a quick glance... maybe even a word, then Mercy is gone as Wendy hears a SCREAM... it's Angie Baby. (Perhaps even Brother Mercy says Angie's name as he goes – see below).

Before she can reach her, Wendy is set upon by... the COPS!?

**BEAT 5B – BATTLE THE COPS**

Wendy finds herself under fire from the Cops. She opens up, blasting back. In VO, we hear Wendy comment that this action is a break of the truce.

Wendy fights the Cops with everything she's got... weapons, hand to hand, weapons of opportunity. Wendy can't understand why the cops are down in the Combs, or why they appear to be running interference for Kevin.

Angie Baby is screaming for help... and Wendy follows her screams into the basement of a building.

### *LEVEL 6 – KADIE'S CLUB PECOS - LATER*

#### **BEAT 6A – FIND NANCY – TALK TO SHELLIE**

##### CHARACTER SWITCH TO GOLDIE (CAMEO)

*Note: Since Goldie and Wendy are identical twins, we can use the exact same model, animations and skills sets for both characters. The only thing that would need to change is the outfit.*

Goldie moves into Kadie's. She starts to move through the place, looking for Nancy. Nancy isn't on the stage. Goldie talks to Shellie, who was the one that had called Wendy. At first, she thinks that Goldie is Wendy, setting up the identity issues that will later plague Marv.

Shellie tells Goldie that some Tong guys have been hanging around, and that Marv drove them away (Goldie doesn't know who Marv is, but likes the sound of him already – setting up her seeking him out later as the prelude to their night together). Nancy's safe for now.

A couple of Cops are in the corner of the club. One is Detective Fitzgerald. He watches Goldie as she moves and then speaks into his radio.

#### **BEAT 6B – EXIT THE CLUB – COPS DIE**

Goldie steps out of the club and moves toward her car when she is intercepted by a couple of Cops. They want to know why she "ain't in Old Town". Just as Goldie is about to answer, shots ring out. Both cops drop around her. Wendy turns to see a Tong gunman firing at her from a car.

#### **BEAT 6C – BATTLE THE TONG**

Goldie returns fire, and a huge gunfight ensues.

#### **BEAT 6D – THE DRIVE**

The surviving Tong gunmen make a break for it in one of the Tong LIMOS. Goldie races to her car and gets in, screeching away from Kadie's as Fitzgerald exits the club to see Goldie leaving the two dead cops where her car used to be.

### *LEVEL 7 – THE STREETS OF SIN CITY*

#### **BEAT 7A – THE CHASE**

Goldie chases the Tong through the streets, smashing into the Limo with her own car. In her review mirror, she sees POLICE CRUISERS closing in.

#### **BEAT 7B – THE PITS**

The Limo heads for the Pits, and Goldie eventually rams it off the road, and directly into one of the Tar Pits. It sinks below the surface.

Goldie catches a glimpse of another Limo leaving the Pits, a big lug behind the wheel. This is Goldie's first fleeting glimpse of Marv. She is about to pull away when her car is surrounded on all sides by the Cops.



Detective Fitzgerald steps up to Goldie. “Boys, she may not look it, but we got us a cop-killer here.” She stares at him... “I know my rights.” “Then let me introduce you to my left.” Smack. He punches Goldie, knocking her out.

### *LEVEL 8 – THE BASEMENT - LATER*

#### **BEAT 8A – UNDERGROUND AND UNDER FIRE**

##### CHARACTER SWITCH TO WENDY

Wendy is blasting the Cops and some surviving the Thugs in large industrial basement of the building. She’s broken the truce and she knows it. Eventually, she sees Angie Baby standing alone at the end of a long corridor.

#### **BEAT 8B – TRAPPED**

Wendy cautiously moves toward Angie Baby. Suddenly, everything is quiet. Wendy sees something moving in the shadows. Angie screams out that “it’s a trap!”. Too late, Wendy finds herself cornered as Angie Baby is stabbed in the back by her tormentor Kevin. Kevin drags Angie away as Wendy fights for her life. Eventually, she finds a stairway leading up out of the basement. She rushes toward it and flings open the door.

On the other side, half of the Sin City Police Force is waiting for her. Wendy puts up her hands as Det. Fitzgerald approaches her. “Welcome to Traction Station. We’ve been waiting for you”.

Later – Wendy and Goldie are in a cell in Traction Station. Fitzgerald hovers over them. He wants to know all about the Old Town girls... their finances, their johns... everything. Mostly, he wants money. No calls to lawyers. “You ain’t getting outta here. Not tonight... not ever.” Wendy tells him to get bent. Fitzgerald smiles. “You broke the truce. You killed cops. So, now we’re gonna have ourselves a time with you sisters. You’re working girls, right? Well, tonight you’re gonna work... you’re gonna work real hard.”

## **CHAPTER 2 – BULLETS AND BROADS – END**

### CHAPTER 3 – ORDERS FROM GOD - START

*Note: In this level, we play the assassin Brother Mercy. At first, he will be a relatively mysterious character who will be fully revealed when he interacts with Father Frank inside the Cathedral.*

#### **LEVEL 1 – EXT. SIN CITY CATHEDRAL**

##### **BEAT 1A – ENTER THE ASSASSIN**

You find yourself on top of some buildings near the Basin City Cathedral (which dominates this part of the landscape of Sin City).

##### CHARACTER SWITCH TO BROTHER MERCY

You’re an assassin. At first, you won’t know who, but it’s pretty clear from your high-powered SNIPER RIFLE that you’re not up on the rooftops to take in the night air. Rain just begins falling as you HEAR Brother Mercy in VO. He says that he has to take out some guys.

Down below on the street, you can see a gang of thugs moving toward the Cathedral. More move about on the rooftops. You spring into action and begin SNIPING guys, taking them out as cleanly and quietly as possible.

### **BEAT 1B – FIGHT YOUR WAY ACROSS THE ROOFTOPS**

The Thugs swing into action, and Brother Mercy finds himself in the fight of his life. However, Brother Mercy is able to use his exceptional stealth abilities to sneak up on enemies and execute silent kills, as well as take them out from a distance. Brother Mercy hints that he thinks he knows who these guys are... part of an organization that he is hell-bent on destroying: The Crusaders.

### **BEAT 1C – BROTHER MINI-BOSS BATTLE**

The Last Thug, a Crusader Mini-Boss, seemingly avoids Brother Mercy's shots and attempts to get him. Finally, Brother Mercy gets the Crusader in his sights and fires, only instead of seeing him fall, glass shatters. Brother Mercy comes out of the Sniper Lens to realize that he has just shot at a mirror... a trap. Suddenly, the Crusader approaches from BEHIND Brother Mercy and the battle is on.

Brother Mercy can use all his skills to defeat the Crusader. The main way to defeat him is to use Brother Mercy's stealth capability to move behind the Boss and then take shots at his exposed back, wear his bullet-proof vest is vulnerable to damage and also where Mercy can get in a Melee knife attack. Eventually, Mercy takes him out.

### **BEAT 1D – NO MERCY**

Mercy turns the would-be assassin over. Studies him for a moment, then rips open his shirt. A Crusader Cross is tattooed on his chest – or worse yet, branded there. He pulls out his knife, cuts out the flesh and rolls it up like a piece of wet parchment. Mercy knows what this means. VO. Somebody must know about the stolen relics. Somebody sent somebody. It is an ominous time.

### **BEAT 1E – GET ME TO THE CHURCH ON TIME**

Brother Mercy must now make his way to the Basin City Cathedral, avoiding and/or killing any stragglers he encounters from the Crusaders.

### *LEVEL 2 – INT. ST. JUDE THADDEUS CATHEDRAL - CONTINUOUS*

### **BEAT 2A – FORGIVE ME FATHER**

The Church is empty... oppressive... ominous. There is a sense about the place that is disturbing. Brother Mercy treats the place with reverence as he enters and crosses toward the confessionals.

He enters. Father Frank (Frank Miller Cameo) is waiting for him. Brother Mercy shows him the flesh "parchment" that he cut from the Crusader. Father Frank studies it for a moment... then says that the time is at hand. He mutters about the seals and the alignment and the final battle between good and evil. Mercy says nothing as he babbles. He talks about the dirty cops, Wallenquist, the street scum, the Tong, the whores of Babylon, the Pagan Beast from the East... and finally, the Roarks. Father Frank says that they'll have their day. Everybody does. Sin City... He keeps muttering. We don't know what it's about, yet, but Brother Mercy asks about Angel... "Before this is over, she'll probably figure her place."

In glass, or in dust on the ground or in chalk, Father Frank describes his plan. He draws five dots in what will be a familiar shape. Attack one dot, and it will attack another. This is cryptic. He draws a line from the Pink Trombone to Wallenquist to Traction Station to the Church itself to the Roarks... they're the last dot. When he connects all of the lines, he has a Pentagon of Sin... "Oh, God forgive me for what I do in your name..." Father Frank prays.

Suddenly, there is a noise outside the confessional. "They're here. Show no mercy. Bring the bodies to me, and then I will show you your way to salvation." Father Frank slips away (a secret entrance into the Catacombs is revealed as he "disappears" from the confessional), leaving Brother Mercy to deal with the invaders.

### **BEAT 2B – QUIET IN CHURCH**

Brother Mercy exits the confessional to find Crusader Thugs searching around the Cathedral, looking for stuff to steal. He begins to hunt them, taking them out with stealthy kills. If he is discovered, all hell breaks out, and Mercy finds himself in a torrent of bullets and melee combat.

As Brother Mercy makes his kills, he must deliver the bodies to the confessional. Here, they disappear as Father Frank drags them into the Catacombs. When Brother Mercy kills the last Crusader, he himself goes into the Catacombs to deliver the final body to Father Frank. "In a month, all memory of them will be as decomposed as their bodies", Brother Mercy says to himself.

### *LEVEL 3—THE CATACOMBS*

### **BEAT 3A – THE DARK UNDERBELLY**

Brother Mercy enters the confessional and moves through the secret passage down into the Catacombs under the church. Here, we see many niches filled with the recently and anciently dead. Brother Mercy crosses into an underground Altar with the last Crusader. He drops him off to Father Frank, who is performing some bizarre blood rituals on the dead.

Father Frank hands Mercy a List. It has five names on it. Brother Mercy only looks at the first one. A Tong Boss named Fo. Like him, the others names on the list are the power mongers and brokers of Sin City. When they are killed, the Pentagon of Sin will collapse and the cleansing chaos will be unleashed. (This is our version of the big rain, but think of it in biblical terms).

### **BEAT 3B – THROUGH THE CATACOMBS**

Brother Mercy begins to move through the Catacombs. Along the way, he will deal the assortment of low-lives and thugs that inhabit the place as he sees fit. At some point, he will hear a woman's scream, and catch a momentary glimpse of Wendy (we see how the storylines are peripherally intersecting in moments such as this).

The place is crawling with Cops (after Wendy), and it will be up to Brother Mercy to decide how he wants to get past them... using his stealth and cunning, or taking a more violent approach. After all, he can't wait them out; he's got a list of kills to deal with, and needs to get to the Tong House.

### **BEAT 3C – OUT OF THE PAN, INTO THE FIRE**

Brother Mercy moves toward the Catacombs exit and comes up into the Streets of City as the rain begins to come down hard.

*LEVEL 4 – THE TONG HOUSE (H.Q.)***BEAT 4A – BROTHER CAN YOU SPARE A CRIME**

Mercy moves to the Tong House, an extravagant, back alley joint in the heart of the city. The place is crawling with Tong Strongmen. To kill the Fo, Brother Mercy is going to have to find a way inside.

Mercy uses stealth and his fighting skills to quietly approach the fortified entrance to the Tong House, silently killing guys before they can signal his presence. If he is discovered, in all likelihood he will be killed, as there are simply too many Tong around the place.

**BEAT 4B – THE INSIDE MAN**

Eventually, having taken out enough Tong, Brother Mercy finds a weak-point, and enters into the Tong House. The place is a den of vice and drugs. Tong guys are everywhere, and Brother Mercy must deal with them as he makes his way to the Fo's Office.

As he moves, Brother Mercy will come across a few girls from Old Town being held by the Tong. Brother Mercy realizes that releasing them will create a useful distraction.

**BEAT 4C – FREE THE GIRLS**

The Tong have created a make-shift holding cell inside their Headquarters. Brother Mercy must disable the security system around it, then kill the guards near the girls, and then finally, release the girls from their cells. To do the last bit, he must fight the Tong Boss Jailor.

**BEAT 4D - TONG BOSS JAILOR BATTLE**

Brother Mercy must give the Boss Jailor a beat-down while stopping him from setting off the alarms which will call in reinforcements to fight him. When he defeats the Jailor, he frees the girls. Mercy tells them that they are on their own. The girls are more than ready to fight for their lives, and eagerly grab weapons. Now, with the girls creating a distraction, Brother Mercy can make his way to the Fo's Office.

**BEAT 4E- OFFICE WORK**

Mercy enters the office, only to find that the Tong Boss isn't there. Instead, he finds a few lackeys and makes short work of them. The last one is still alive, and Brother Mercy approaches him. He says he wants to know where the Fo is. The man at first won't talk, so perhaps Brother Mercy has to torture it out of him... or maybe has some sodium pentothal darts that he can use. The idea is to create an interactive moment of getting the information out of the lackey.

Eventually, the lackey talks, revealing that Fo had a meeting at the Tar Pits. Mercy kills the man, and then makes his way toward the Garage of the Tong House, taking out anyone he encounters.

**BEAT 4F – DON'T SCRATCH THE PAINT**

Brother Mercy makes his way through the Tong House down to the Garage, which is filled with Tong Limos and Town Cars. Mercy whacks the guys in the Garage as the surviving Girls are there as well, trying to steal a car. Mercy takes a car and peels out, racing for the Tar Pits as a few survivors give chase.

*LEVEL 5 – THE STREETS OF SIN CITY***BEAT 5A – MERCY BEHIND THE WHEEL**

Brother Mercy drives through Sin City, racing to escape the surviving Tong or taking them out when the opportunity presents itself as he drives to the Tar Pits.

**BEAT 5B – ARRIVE AT THE TAR PITS**

Mercy deals with the last Tong Car and reaches the road overlooking the Tar Pits. He sees Marv on top of the Tong Mercedes (linking up with Marv's story). He sees Marv go flying off the car. Mercy comments... "Magnificent creature. Like Samson". Mercy loses sight of Marv and brings the car to a stop.

*LEVEL 6 – THE TAR PITS***BEAT 6A**

Mercy must sneak and fight his way past Tong Henchmen, but then he runs into something he wasn't expecting... Thugs from the Pink Trombone. He overhears their conversation about the girls and the shows that are taking place at the casino.

Brother Mercy finishes them off, and then makes his way to a cliff that overlooks the Tar Pits.

**BEAT 6B**

Brother Mercy looks through his scope, picking off Targets and eventually, finding Fo in sights right as Marv is about to deliver the coup-de-gras. Mercy needs to do it before Marv can. BLAM. Mercy takes the shot, blowing Fo's head clean off. In his scope, Brother Mercy can see Marv looking in his direction, slightly confused (note that this links us up with the end of Trench Warfare Chapter 1).

Brother Mercy watches Marv as he takes the dead man's coat and moves toward the Mercedes. Brother Mercy lowers his weapon and slips into the shadows.

**CHAPTER 3 – ORDERS FROM GOD - END****CHAPTER 4 – TRENCH WARFARE - START**

*Note: In this level, we get into Marv's "Condition". CONDITION-BLURRED Adventure: Marv's 'condition' is worth some discussion. Do we have 'booze' power-ups? Does Marv get his pills from Lucille? Does our story explain how Marv loses his pills before The Hard Goodbye? If he has the pills, what do they do? It seems like they ought to focus him for a few minutes, and then he goes out. What are our opportunities for this in game world? Does he lose a pill every time he dies? Does he see phantoms when he doesn't have his pills? Does he 'forget' his mission and have it keep changing if he doesn't have his pills? Is he less powerful when he has them? Can booze and pills interact with each other? Booze gives you health, but diminishes pills. We should decide how and if Marv's power-ups work, as the gameplay that we can utilize from this should be fairly obvious in the following walkthrough.*

*LEVEL 1 – EXT. THE STREETS NEAR THE PROJECTS***BEAT 1A – MARV WAKES UP**

Marv “wakes up” in a puddle of blood, surrounded by dead guys. He comes to, not quite remembering what has just happened.

## CHARACTER SWITCH TO MARV

There’s been a fight, obviously. And a lot of people got killed... that’s also pretty clear. But how or why it happened, well that’s a little more confusing. And while Marv is pretty sure he killed all these guys, he doesn’t know why. Marv explains that he’s got a condition, and these things happen to him sometimes.

Suddenly, a shot rings out, and Marv ducks for cover. “He’s over here. Jesus Christ, look out!”, men are calling at Marv. Then, another shot, and another, and Marv finds himself back in a gun-fight. He fights the guys, unsure of who they are or why they are trying to kill him.

**BEAT 1B – BATTLE THROUGH THE STREETS**

Although Marv isn’t sure why people are trying to kill him, the fact that they are is quite enough to keep him busy as he battles his way through the streets heading toward the Projects. Marv seems to remember something... the Projects... where he grew up. He thinks this is important but he’s not sure. He gets confused sometimes. Still, Marv moves toward the Projects, hosing anyone that gets in his way.

*LEVEL 2 – THE PROJECTS***BEAT 2A – OLD HAUNTS AND STRANGE MEMORIES**

Marv finds himself back in the projects... but he can’t remember why. Something about meeting someone. Maybe that was it. Marv makes his way toward his old haunts, dealing with any of the Thugs he encounters.

**BEAT 2B – GOING HOME**

Marv stumbles his way toward through the Projects until he reaches the front steps of an orphanage located in a back alleyway. More dead guys line the alley. Then, Marv hears someone call out “He’s come back!”, and suddenly he’s in the fight again. Marv takes all of these guys out violently and reaches the steps of the Orphanage when DWIGHT appears from the shadows. Marv thinks that he is seeing things. This happens sometimes... but then he remembers. He did meet Dwight here, earlier tonight. It’s coming back to him.

*LEVEL 3 – THE PROJECTS – SOME TIME EARLIER***BEAT 3A – DWIGHT FOLLOWS THE TRAIL**

Dwight is moving through the Projects, following one of Wallenquist’s Men.

## CHARACTER SWITCH TO DWIGHT (CAMEO)

As Dwight, you must stay in the shadows and get take pictures of the Men as they move through the Projects. You’ll need to get a number of shots. Dwight comments in VO that these will come in handy, as he is planning to get himself a little extra money on the side by selling these shots to the Roarks. Clearly, Wallenquist is moving in on his action. But why are his men in the Projects.

**BEAT 3B – DWIGHT GETS THE GOODS**

Dwight rounds a corner, and sees an Orphanage up ahead. The place looks abandoned. But he can hear a few women crying out in pain and anger? Dwight wants to know what the hell is going on. He moves closer to get a look. Dwight sneaks inside and sees what is happening. Girls from Old Town, some he recognizes, are being trained her to fight in some sort of gladiatorial style combat. And Wallenquist’s Men are overseeing some of the action. Dwight snaps photos of the girls, and then slips back out into the alley. He gets on the phone. Makes a call to Marv.

*LEVEL 4 – THE PROJECTS – PRESENT TIME***BEAT 4A – IT’S ALL COMING BACK TO ME**

Marv remembers meeting up with Dwight.

## CHARACTER SWITCH TO MARV

Dwight called him because he needed some help. There were some Old Town girls being held against their will, and Dwight wanted to get them out. But Dwight wanted to keep this between him and Marv, because he was worried that if Gail or Wendy found out, they would break the truce and leave Old Town. And that would be bad for everyone. But Dwight is gone.

**BEAT 4B – MARV TAKES A LOOK**

Marv thinks that the girls may still be inside the Orphanage, and he goes in to have a look. Of course, this means killing anyone that gets in his way. Marv fights his way into the Orphanage.

*LEVEL 5 - INT. THE ORPHANAGE***BEAT 5A – THIS PLACE IS FAMILIAR**

Marv fights his way inside, hosing any guys that get in his way. The walls are covered with blood, and Marv gets the sense that he’s done this already. The survivors struggle to fight Marv as he makes his way to the make-shift arena.

**BEAT 5B – BOSS BATTLE**

Waiting for Marv in the center of a make-shift arena set in the auditorium of the Orphanage is the Gladiatorial Boss (the one who has been training the girls). “Back for me, eh?” he asks Marv. Marv doesn’t remember them ever meeting before, but like he says, he’s got a condition, and this happens sometimes. Marv squares off against the Gladiatorial Boss and the fight is on. 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 asks as he dies... “Why did you come back? You’re already too late...”

Then Marv remembers. He was here with Dwight. But by the time they got there, the girls were gone. Instead, Dwight thanked Marv for trying. Dwight tells Marv that something big is going on... that Wallenquist has linked up with the Tong to get girls for the Pink Flamingo. If Roark found out, it would start a gang war. And the Roarks would pay top dollar for this kind of info. It’s all coming back now. Marv commented that Dwight had a nice coat, and Dwight gave it to him. However, we see something that Marv doesn’t. Dwight has palmed the film he took and slips into the jacket. Just then, more Thugs arrive and see that Dwight has a camera. Stop him! And the fight is on. Dwight goes one way and Marv goes the other.

Marv finds himself standing alone among the carnage. When he's confused, he knows where to go. Lucille's. DISSOLVE to LUCILLE'S.

*LEVEL 6—EXT. LUCILLE'S APARTMENT*

**BEAT 6A – SHE'LL KNOW WHAT TO DO**

Marv makes his down the final block leading to Lucille's. Guys are lining the streets... maybe waiting for him. He overhears one of the Thugs talking. We'll wait until he shows, then we'll kill them both. Marv's heard enough, and takes them out. Blasting and smashing his way forward, Marv makes his way to Lucille's Apartment.

**BEAT 6B – I GOTTA CONDITION**

Marv arrives at Lucille's and bangs on the door. Lucille opens it. 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 leaves, telling Lucille he needs a drink.

*LEVEL 7—KADIE'S CLUB PECOS - LATER*

**BEAT 7A – A ROUND ON THE HOUSE**

Marv arrives at Kadie's and moves toward the Bar. Dwight approaches behind him. They talk. Marv seems to have completely blanked on the evening's earlier activities. He can't remember anything, except that he got this nice coat. It's his condition. Dwight comments that the coat is his. Reluctantly, Marv takes it off and gives it to Dwight. Dwight checks the pockets. The film is there. He tells Marv that he'll buy him a round. Marv comments that he's gonna need a new coat just as Fo comes crashing into the bar and makes his way toward Nancy (this catches us up to the Character Switch moment from Chapter 1). Marv looks at Fo's coat. It's a good one.

**CHAPTER 4 – TRENCH WARFARE - END**

CHAPTER 5 – ORDERS FROM GOD - START

*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.*

*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 blaspheme. 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****CHAPTER 6 – BULLETS AND BROADS – START**

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

**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. After all, Wallenquist doesn't want to attrite himself on a stupid war.*

**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.

**CHARACTER SWITCH TO MARV**

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.

*Note: This would be the last sequence of the game in a linear structure.*

## **CHAPTER 7 – TRENCH WARFARE - END**

## **CHAPTER 8 – BULLETS AND BROADS – START**

### *LEVEL 1 – INT. THE PINK TROMBONE*

### **BEAT 1A – LET’S GET THIS PARTY STARTED**

CHARACTER SWITCH TO WENDY

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 their 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****CHAPTER 9 – ORDERS FROM GOD – START**

*Note: It may be possible at this point that we intercut the Brother Mercy and Wendy gameplay and storylines more than once, as it is clear that they are linked together for at least part of their*

*adventure, and the actions of one affect the other. However, they are included here in their entirety for clarity.*

*LEVEL 1 – INT. THE PINK TROMBONE CASINO*

**BEAT 1A – GIRLS, GIRLS, GIRLS**

CHARACTER SWITCH TO BROTHER MERCY

Brother Mercy rounds a corner and has the drop on Wendy and the Girls who are attacking the Casino.

CHARACTER SWITCH TO BROTHER MERCY

He tells Wendy where she can find the Gladiator Pits and Miho. Wendy nods, and then moves out. Brother Mercy searches the Casino for Lachay, smoking anyone who gets in his way.

**BEAT 1B – I ONCE WAS BLIND, BUT NOW CAN SEE**

In the distance, Brother Mercy catches sight of Lachay, surrounded by his goons, heading toward the rooftop. Brother Mercy gives chase.

*LEVEL 2 – ROOFTOP OF THE PINK TROMBONE – HELIPAD*

**BEAT 2A – THE TOWER OF BABEL**

Brother Mercy fights his way to the Rooftop, eventually reaching a HELIPAD, where a CHOPPER is idling. There, he confronts Lachay. Brother Mercy kills the pilot, but Lachay gets to the MINIGUN attached to the side of the chopper and opens fire.

**BEAT 2B – HELLFIRE**

Boss Battle with Lachay. Lachay will use the weaponry on the Chopper, including the MINIGUN. To defeat Lachay, Brother Mercy must destroy the Chopper, causing it to explode and driving Lachay out into the open. Then, Mercy can finish him off.

Mercy hovers over what remains of Lachay and checks him off the list. Three down and two to go. But if Lachay was desecrating the artifacts and St. Jude's bones, then he must be something as well. He looks closer at the body. Tears open his shirt. The symbol of the Crusaders. That is why the church and Father Frank wanted them destroyed. The Pink Trombone was being run by the enemies of the church. Mercy takes out his blade and removes the "tattoo" from Lachay, then heads down toward the street. In VO, we hear Brother Mercy. He's going to return the artifacts to Father Frank, and then he's going to see if he can find Angie. He will tell Father Frank that he must. As he drives away from the Casino, he sees it ignite into a huge fireball in his rearview mirror. FADE TO BLACK.

*LEVEL 3 – EXT. THE CATHEDRAL*

**BEAT 3A – GET ME TO THE CHURCH ON TIME**

Brother Mercy arrives at the Church to find it under attack by the surviving Crusaders. He springs into action, taking out guys right and left.

Note that if we'd like another combat unit, Brother Mercy could have to run a gauntlet of Papal Assassins (or something like that, if we like that group) and return the goods. Maybe once they know he has the artifacts, the Papal assassins help him in wiping out the last of the Crusaders.

**BEAT 3B – IN THE OUT DOOR**

Brother Mercy fights his way inside the Church.

*LEVEL 4 – INT. ST. JUDE THADDEUS CATHEDRAL – CONTINUOUS***BEAT 4A – SHHHHH...**

Our final set-piece battle for Brother Mercy as he battles against the Crusaders who are assaulting the church. Huge gun and stealth and melee action, with the entire interior of the church being destroyed in the process.

**BEAT 4B – I'M NO ALTAR BOY**

Brother Mercy's final objective is to protect Father Frank, who the last Crusaders have cornered near the Altar. Using all of his sniping and hunting skills, Mercy must kill the attackers before they can reach Father Frank.

When he smokes the last of them, Brother Mercy returns the artifacts to Father Frank. He tells him that he wants to go looking for Angie-Baby, but Father Frank says that she is dead. This time, for real. But in that in her death, Mercy's life has been restored. Mercy says then there is nothing left for him to do than to finish the list. But Father Frank stops him. The war is started. The Casino is destroyed. Father Frank tells him that the last two names on the list can wait. For now.

Brother Mercy looks at the list as the Cathedral bells begin to ring. The last two names are Senator Roark and... Marv. FADE TO BLACK.

**CHAPTER 9 – ORDERS FROM GOD – END**