

THE WESTERN FRONTIER

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Video Game Developed by
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NOTES:

The game will have a 'Tarantino Vibe' to it. Being split into different Chapters throughout the narrative.

CUTSCENE MODE

FADE IN:

CHAPTER ONE - TWO BAD MEN, ONE NEW KID

FADE TO:

EXT. FRONTIER WOODLANDS - NIGHT

We open overlooking the vast and endless deserts of the WILD WEST. 1888 is the year. In our sights, other than rocks and trees, is one LONG train railroad.

We pull back – revealing our hero, wearing a black outlaw balaclava, he is THOMAS BLACK (mid-30's) on horseback. He looks ahead, waiting...

THOMAS BLACK

Okay boys. Train's approaching.
Let's do this.

We see THOMAS was talking to two men behind him. RANDALL (mid-30's) and CONRAD (early 20's).

Both RANDALL and CONRAD ride ahead, following the tracks. CONRAD looks unsure. His first gig.

THOMAS BLACK (CONT'D)

And Conrad...

CONRAD looks back at THOMAS.

THOMAS BLACK (CONT'D)

Mess this up and I'll be sure they
find you. Dead.

CONRAD is struck by fear. THOMAS is an intimidating guy. As RANDALL and CONRAD ride off ahead, we...

TRANSITION TO:

GAMEPLAY MODE

OBJECTIVE: Reach the stagecoach.

The player, as THOMAS, must ride their horse forwards, a STAGECOACH awaits for them. Here they learn the basic horse controls.

Once the player takes control of the stagecoach, they get new objectives.

OBJECTIVE: Park the stagecoach horizontally on the railroad.

Once the player does this, they must dismount the stagecoach. After this they get new objectives.

OBJECTIVE: Shoot the stagecoach wheel supports.

Here the player must shoot the support holding the wooden wheels on the stagecoach, teaching basic shooting. Once the player shoots off the stagecoach wheel, we...

TRANSITION TO:

CUTSCENE MODE

THOMAS stands near the stagecoach.

THOMAS lights up a cigarette and smokes, his balaclava, round his neck. As the train gets closer, we hear its horn.

CONRAD and RANDALL hide in the trees around them.

CUT TO:

INT. TRAIN - NIGHT

The TRAIN DRIVER spots THOMAS and the stagecoach ahead.

TRAIN DRIVER
Ah shit, I think we got a break
down.

TRAIN ASSISTANT
Shit, just what we need.

CUT TO:

EXT. FRONTIER WOODLANDS - NIGHT

The train slowly comes to a stop. THOMAS puts on a act.

THOMAS BLACK
Sorry to stop you on your one way
journey this time a'night. But, God
sure works in mysterious ways.

The TRAIN DRIVER steps from the train and approaches THOMAS.

TRAIN DRIVER
What happened?

THOMAS BLACK
Wheel came loose. Damn guy who put
it together clearly didn't know
what he was doing.

The TRAIN DRIVER feels uneasy naturally around THOMAS.

THOMAS BLACK (CONT'D)
You alright, mister?...

The TRAIN DRIVER nervously nods.

THOMAS BLACK (CONT'D)
Couldn't do me a favour could
you?...

TRAIN DRIVER
What's that?

We hear a CLICK — we pan down, THOMAS points a six-shooter
revolver at the TRAIN DRIVER.

THOMAS BLACK
Get down on your knees and put yer
hands on your head.

The TRAIN DRIVER gulps. Sweat drips from his face.

THOMAS BLACK (CONT'D)
(Calm)
Go on, now. Nice and slow.

Slowly, the TRAIN DRIVER drops to his knees and places his
hands on his head.

THOMAS BLACK (CONT'D)
Good. Now. What's on the train?

TRAIN DRIVER
N-Nothing...

THOMAS BLACK
 Boy, I'm gonna ask you again and
 you sure as shit better give me a
 better answer than "nothing."

TRAIN DRIVER
 I swear, it's already been
 unloaded.

THOMAS smacks the TRAIN DRIVER over the head with his
 revolver and grabs him by his throat:

THOMAS BLACK
 WHAT IS ON THAT TRAIN?!

An injured TRAIN DRIVER coughs and bleeds.

TRAIN DRIVER
 Just... Just some delivery from out
 of town, off the books stuff for
 Mr. Constantine! That's it I swear!

THOMAS calms down.

THOMAS BLACK
 Now, that's better...

THOMAS is suspicious there is only one person on the train.

THOMAS BLACK (CONT'D)
 Who else is on the train?

TRAIN DRIVER
 My assistant. We're just taking the
 train back to the yard.

THOMAS BLACK
 'Fraid that ain't the case anymore.

Suddenly the TRAIN ASSISTANT rushes over.

TRAIN ASSISTANT
 The Hell's going on here?!

Suddenly, BANG. The TRAIN ASSISTANT'S brains are blown out by
 RANDALL who snuck up on him.

TRAIN DRIVER
 Oh shit, oh shit.

THOMAS isn't startled. He slowly and psychotically looks down
 upon the TRAIN DRIVER.

TRAIN DRIVER (CONT'D)
Please, I got a family.

THOMAS BLACK
Don't want that to be you, do you?

TRAIN DRIVER
No... No...

THOMAS BLACK
What's your name?

TRAIN DRIVER
D-Darius...

THOMAS BLACK
Well, Darius. Me and my friends
here are gonna take what we find
from this here train. You don't
mind?... Do ya?

TRAIN DRIVER
N-Not at all.

THOMAS BLACK
Mighty kind of you.

THOMAS readies up.

THOMAS BLACK (CONT'D)
Time to make some dollar, boys. On
the train, let's move!

They rush to the train. As they reach it, we...

TRANSITION TO:

GAMEPLAY MODE

RANDALL
Check that dead fucks pockets,
extra money.

OPTIONAL OBJECTIVE: Loot the train driver's assistant.

The player must enter the train. RANDALL follows, CONRAD
keeps an eye out for passerby's and nervously aims his gun at
the TRAIN DRIVER.

CUT TO:

INT. TRAIN - NIGHT

The player must make his way further into the train. They reach a sealed door.

RANDALL

(Angry)

Fuckin' door's sealed shut! Fuck
it, blow it!

OBJECTIVE: Place dynamite on the sealed door.

The player must equip some DYNAMITE from their weapon inventory and place it on the SEALED DOOR.

The player must then take cover from the DYNAMITE.

RANDALL (CONT'D)

Get behind something, it's gonna
blow!

Once the player is locked in cover, we...

TRANSITION TO:

CUTSCENE MODE

BOOM! The sealed door blows right off.

TRANSITION TO:

GAMEPLAY MODE

RANDALL

Not so tough now, huh?

THOMAS BLACK

Just move!

OBJECTIVE: Enter the special train cabin.

The player must move further into the train. Beyond that sealed door is a SPECIAL CABIN. The player must enter it.

CUT TO:

INT. TRAIN, SPECIAL CABIN - NIGHT

Once the player enters this SPECIAL CABIN. A cutscene triggers.

TRANSITION TO:

CUTSCENE MODE

THOMAS looks round with RANDALL, both baffled.

THOMAS BLACK
"Nothing" my ass.

RANDALL spots a crate, he rips to top off this crate and spots a bunch of money inside it.

RANDALL
Hey check it out... We just hit the
jackpot, Tommy-Boy.

THOMAS rushes over to the crate RANDALL is looking at - bags of money are in the crate. Both get excited.

RANDALL (CONT'D)
Oh, old-Constantine is gon'shit
himself when he finds out we done
took this!...

THOMAS BLACK
(Focused)
Grab the bags. Let's move.

They grab the bags of money. After this, we...

TRANSITION TO:

GAMEPLAY MODE

THOMAS BLACK
Alright, let's go.

OBJECTIVE: Leave the train with the money.

The player, carrying bags of money, followed by RANDALL, must exit the train. Once they do, a cutscene triggers.

TRANSITION TO:

CUTSCENE MODE

CUT TO:

EXT. FRONTIER WOODLANDS - NIGHT

THOMAS and RANDALL exit the train, money bags in hand. CONRAD still has his gun aimed at the TRAIN DRIVER.

CONRAD
Hey, we gotta get outta here, fast!
Law's gonna arrive any minute now!

RANDALL
(Aim gun at TRAIN DRIVER)
What about Captain Bullshit, over here?!

We close up on THOMAS. Decision time.

TRANSITION TO:

GAMEPLAY MODE

The player has two options. None of which alter the story. The choices are either:

- 1.) Kill the train driver.
- 2.) Spare the train driver.

TRAIN DRIVER
You know who's money you're
stealing?! He'll kill us all!

OBJECTIVE: Kill or Spare the train driver.

Depending on what the player chooses, unique dialogue will occur.

OPTION 1 DIALOGUE:

THOMAS BLACK
Shouldn't have lied.

OPTION 2 DIALOGUE:

RANDALL
You just gonna leave him and risk
it?!

THOMAS BLACK
He ain't worth it.

TRANSITION TO:

CUTSCENE MODE

CONRAD panics.

CONRAD
Oh shit, they're here! The law's
here!

THOMAS and RANDALL prepare.

THOMAS BLACK
Calm down and load up!

THOMAS and RANDALL load the bags of money onto their horses' saddles.

RANDALL
They're too close to run from.
'Specially with all that money
holding us down. We gotta fight.

THOMAS equips TWO DUAL-WIELDED REVOLVERS – different types.

TRANSITION TO:

GAMEPLAY MODE

OBJECTIVE: Fight off the law.

The player must shoot and kill multiple waves of incoming
BOUNTY HUNTERS and LAWMEN.

RANDALL
How the fuck did they know where we
was?!

THOMAS BLACK
Just shut up, and shoot!

After killing a certain amount. A cutscene triggers.

TRANSITION TO:

CUTSCENE MODE

THOMAS, RANDALL and CONRAD all jump on their horses.

THOMAS BLACK
(Heel-kicking horse)
Let's go! H-Yah!

TRANSITION TO:

GAMEPLAY MODE

OBJECTIVE: Outrun the law.

RANDALL
This way! Come on!

The player must follow RANDALL and CONRAD on horseback through the DESERT WOODLANDS while shooting back at enemy forces.

GAMEPLAY DIALOGUE VARIATIONS:

RANDALL (CONT'D)
Take that you fucking cunts!

RANDALL (CONT'D)
Come back when you grow some balls!

RANDALL (CONT'D)
Keep up, Tommy!

CONRAD
Shit, that was close!

THOMAS BLACK
Yeah, boy! You want more?! Huh?!

THOMAS BLACK (CONT'D)
Shoulda stayed in town!

THOMAS BLACK (CONT'D)
You ain't taking this money!

THOMAS BLACK (CONT'D)
I'll die before I go behind bars,
friend!

After riding for so long, a cutscene triggers.

TRANSITION TO:

CUTSCENE MODE

Our THREE HEROES ride fiercely through the woodlands.

RANDALL
They keep fucking coming, Tom!

THOMAS BLACK
I ain't blind, keep riding!

RANDALL
(To CONRAD)
Keep up, kid!

CONRAD
(Stressed, terrified)
I'm trying!

RANDALL
That boy sure as shit ain't cut out
for this, Tommy-Boy!

THOMAS BLACK
Just shut up and focus!

They fire back at the remaining lawmen and bounty hunters
behind them.

THOMAS BLACK (CONT'D)
(Slowing down on horse)
Woah, woah. Easy. I think we got
'em all.

Our heroes slow down, they wait, pause.

RANDALL
You sure?...

THOMAS nods.

THOMAS BLACK
Lets get far from here and set up
camp. We'll ride for Cuttlers
tomorrow.

RANDALL
Alright. Let's go.

They ride on.

CUT TO:

EXT. CAMP FIRE - NIGHT

We see RANDALL and CONRAD sat at the fire. CONRAD is uneasy
about this life.

RANDALL

What's wrong with you, kid? We just took a huge score and you look like you're headed to the rope.

CONRAD

I will if we keep living like this!

RANDALL

Hey you know where the door is, kid.

CONRAD builds anger.

CONRAD

Did you have to kill that guy back there?!

RANDALL

The assistant? Sure. Guy had a gun by his side.

CONRAD

He wouldn't have done anything.

RANDALL

And what if he did, huh? If he did, we'd still be back there. Poorer than we are now, either dead or in cuffs. I made the best of a shitty situation. And frankly, the situation was pretty sour to begin with. Especially when it comes down to Constantine and his money...

CONRAD

So you fucking killed him?!

RANDALL

Watch the tone, kid.

CONRAD

Why can't we just act like normal human beings?! Everyday folk?! Live a day without murdering some poor man?! Or robbing something from somebody that probably worked his ass off to get it?!... A more civilised lifestyle!

RANDALL

Where's the fun in that?

Suddenly, THOMAS steps from out of nowhere.

THOMAS BLACK
Civilised?...

They listen.

THOMAS BLACK (CONT'D)
Boy, ain't nothing civilised in this place. Nothing. We're born and we die. What we do in between is just filler. But what we do, can make that filler feel good. So don't go on about civilised to me, cos frankly, you don't know how lucky you are, boy.

CONRAD
Lucky?!

THOMAS BLACK
Thats right! Lucky! I pulled you from your old life! I gave you purpose, me! And you repay me by questioning my methods, are you fucking kidding me?! Now. Tomorrow, we ride for Cuttlers, we deliver the cash and collect our cut. Then, we deal with Constantine.

RANDALL
Why do we have to include Cuttler and his guys?

THOMAS BLACK
What?!

RANDALL
Well what's stopping us from riding off into the sunset with that boatload of cash?...

THOMAS BLACK
Your neck, that's what. Cuttler and his guys are the only ones who can make sure we get off Scott free on this. So don't consider otherwise.

RANDALL
Your choice.

THOMAS BLACK
Alright we should rest. Long day tomorrow.

The three sleep. But CONRAD sits awake, thinking.

FADE TO:

THE NEXT DAY

THOMAS slowly wakes up to a bright and sunny sky above them. CONRAD and RANDALL are both asleep next to an extinguished camp fire.

THOMAS stands, stretches, then we...

TRANSITION TO:

GAMEPLAY MODE

THOMAS says to himself as the player takes control:

THOMAS BLACK
Gotta get us some food. Could eat a
fuckin' horse.

OBJECTIVE: Retrieve your bow and arrow.

The player must approach a chest nearby which contains an BOW AND ARROW weapon.

Once they retrieve the bow and arrow, a NEW OBJECTIVE appears:

OBJECTIVE: Head further into the woodlands.

The player must run into the woodlands to continue.

EXT. WOODLANDS - DAY

Once the player reaches the woodlands -- a new objective is made clear:

OBJECTIVE: Hunt deer.

Here they player is led to a family of deers. They learn here how to aim and shoot the bow which is very similar to games such as TOMB RAIDER where if they hold the aim down longer, the further the arrow will travel.

THOMAS BLACK
(To self, aiming)
Hoooold... Still...

When the player releases the shoot input and KILLS a deer -- a new objective appears:

OBJECTIVE: Skin the deer.

The player must go to the deer they just killed and skin it!

TRANSITION TO:

CUTSCENE MODE

THOMAS gets his knife out and begins skinning the animal.

DIALOGUE VARIATIONS:

THOMAS BLACK
Damn, you stink!

THOMAS BLACK (CONT'D)
Lotta meat for a little animal.

THOMAS BLACK (CONT'D)
This'll fill me up good.

THOMAS BLACK (CONT'D)
This is nasty...

THOMAS BLACK (CONT'D)
Hold still, little guy.

Once THOMAS skins the animal with his knife, he stands back up into his idle pose.

TRANSITION TO:

GAMEPLAY MODE

The player takes control where the cutscene ended.

THOMAS BLACK
That should be enough. Should head
back to camp.

OBJECTIVE: Head back to camp.

The player must head back to the camp where RANDALL and CONRAD are.