Sourpeaks Saloon Script

**Our hero Sheriff Clint Harroway enters the town of Sourpeaks on his horse. He is downtrodden and seeking revenge. Someone turned his gang of lawmen sour behind his back. As a result the Sourpeaks Serial Killer narrowly escaped his grasp. Who could have turned his own men against him? This is what he seeks to find, the answer hidden in his own town.**

**A passerby greets the sheriff as he canters past into the town.**

Passerby: Good morning Sheriff!

Sheriff: Howdy…

**The Sheriff dismounts his horse and walks towards the center of the town and stops.**

Passerby: Everything is open for your convenience Sheriff! The bank, the inn, the gunsmith and of course the world famous Sourpeaks Saloon!

Sheriff: Thanks son.

**New page is opened that is identical to the last so that the player can now move the Sheriff to where they want to go.**

**THE INN: (Cuts to new page with new music.)**

**CHARACTERS – The Traveler, the Innkeeper and the Servant**

**You enter the Inn.**

Innkeeper: Howdy Sheriff! What brings you in here on this fine morning!

Sheriff: Owe just doing a little investigation. Do you know of anyone that may have had dealings with the Sourpeaks Killer?

Innkeeper: If I did I would’ve told you Sheriff I don’t hide nothing!

Sheriff: Interesting.

Innkeeper: Well one of the travelers staying here just passed through the area where he was last seen. Why don’t you go have a chat with him? Room 3.

Sheriff: I will.

**Prompts you to go to room 3 and talk to traveler.**

Traveler: I heard you talking out there and I presume you want to know if I know anything?

Sheriff: Yes.

Traveler: I didn’t see nothing but as I was passing through, I picked up a torn piece of paper. Looked like it was a portrait of someone. I don’t know where the piece went. Perhaps the servant picked it up while cleaning my room?

Sheriff: Thanks

**Prompts to approach the servant waiting down the hall.**

Servant: Thin walls. I know what you want. Here!

**Servant gives you a quarter of the paper.**

Sheriff: I appreciate it ma’am.

**EXIT**

**THE BANK: (cuts to new page)**

**CHARACTERS – The Teller, The Manager**

Teller: Mornin’ Sheriff. How may I be of assistance?

Sheriff: May I speak to the manager?

Teller: Of course, you can.

**Prompts to go to the office.**

Manager: Heya Clint! How’s your morning going?

Sheriff: Rough. Has anyone come through that may be in cahoots with the Sourpeaks Killer?

Manager: Not that I know of? Actually here!

**Gives you a piece of the portrait.**

Manager: I found this in my vault between a stack of hundreds. No idea what it’s from but it sure is suspicious. Maybe you could take a look at it.

Sheriff: Thanks friend.

**EXIT**

**THE GUNSMITH:**

**CHARACTERS – The Gunsmith**

Gunsmith: Oh, Sheriff you’re not lookin too dandy. You ok?

Sheriff: I’m fine. Listen I’m looking for a man who may have possibly caused all my men to betray me.

Gunsmith: Oh dear. That sounds very grave. There was a bounty on my wall a few days ago for someone who was a known affiliate of the Sourpeaks Killer. It was ripped off yesterday. Maybe someone went looking for him. Big reward too.

Sheriff: I’ll have a look.

Gunsmith: Oh, by the way. Did you need any ammunition?

**Player can choose to spend money on ammo or not. Give advantage when fighting in shootouts.**

Gunsmith: Have a good one!

**Player is prompted to approach the wall and acquires a quarter of the portrait.**

**SOURPEAKS SALOON: (Cut to new page)**

**CHARACTERS – The Bartender, The Pianist, The Bandits**

Sheriff: Mornin Clive.

Bartender: Ah Clint! How are yah? Ouuh, you don’t look so good. What happened? Come on sit down. Have a drink.

Sheriff: Thanks Clive. My own men turned on me during a job. I’m looking for who might’ve caused them to.

Bartender: Well listen. The pianist has a piece of a wanted poster on the top of his piano. I saw it on the wall at the blacksmiths before it was torn up. The guy looked a little like Crooked Eye Joe. He ran with you right?

Sheriff: He did. I’ll have a chat with him.

Prompts to talk to Pianist

Sheriff: Heard you have a piece of paper I may be interested in.

Pianist: I do but I’m going to need you to do something for me first. See those bandits in the corner. They’ve caused nothing but trouble since they got here. Could you um… I don’t know… deal with them?

Sheriff: OK

**Prompts to engage in gunfight with the bandits. Click to shoot one. Each shot reduces ammo count on the master HUD.**

**Once all are dead return to Pianist who gives you the paper. Or just acquire piece of paper.**

**Once all 4 papers have been collected you may view who betrayed you. Outside he will appear, and you will have the option to engage in a shootout or not. If not, you gain honour and are rewarded with a honourable cutscene ending. If you engage in a shootout and win you get the dishonourable cutscene. If you lose a GAME OVER screen will flash with you being shot in it. All cutscenes will simply be flash cards with timers on them.**

Crooked Eyed Joe: I think you know by now just what has happened.

Sheriff: Oh, I do Joe. I don’t think you’ll very much like what comes next. Now we can do this the easy way, or the hard way.

**Player can choose easy way (arrest him) or hard way (shootout).**