

WILD CARDS

Table of Contents:

- (1.0) Stage Name**
- (2.0) Stage History**
- (3.0) Stage Description (what the player knows going in)**
- (4.0) Other Stage Notes (what the player doesn't know going in)**
- (5.0) Enemy Theme**
- (6.0) Boss**
- (7.0) Replayability**
- (8.0) Aftermath**
- (9.0) Color Scheme**

(1.0) STAGE NAME:

The Old City (aka: Vegas, Downtown)

(2.0) Stage History:

Once, downtown was the hottest spot in Vegas. A vibrant center of entertainment and culture. But that was long ago.

The crowds have abandoned the Old City for newer, more fashionable districts. Though still imposing, it's showing its age, its glitz and glamour faded. Broken light bulbs festoon peeling billboards from a more prosperous time. Trash blows between the empty buildings.

No one lives in the Old City unless they have to. In its weakened state, the Mafia has made downtown its turf. The poor have no choice but to live in the palm of organized crime.

However, Mafia control has brought a twisted sort of "order" to the area. One could say it's the most peaceful part of Vegas...

(3.0) Stage Description (what the player knows):

Any threats are met by Marvin and his minions. He's the face of the Mafia here, and with his reputation, he's an effective one. Among other things, he's rumored to have killed 27 men over a comic book.

Marvin's crew has eyes and ears everywhere. They'll know you're coming, and you'll have to make your way through his "Monkey Minions" who patrol the area. They earn the name, leaping through the city, patrolling it like it's their jungle.

Though few businesses remain in the Old City, there are a handful of good ones left, including a Dance Club, a Pizza Place and a Massage Parlor.

(4.0) Other Stage Notes (What the player doesn't know):

Though no slouch when it comes to combat, Marvin's malicious nature has been greatly exaggerated. Marvin was buying comics at the wrong place and the wrong time. As a result, 27 people died, and he got the credit. Since then, he's become a rising star in the Mafia, but all he wants is to return to his old quiet life of reading comics. He doesn't even want to take The House. He's just helping his boss...

The real Mafia boss is Juniper, who runs the Massage Parlor. She has a quiet business in the center of Downtown, no one knowing her true identity. Though she is available to talk to, she only jumps into the fray during the second difficulty of the game.

The people in this district are happy, enjoying relative order and peace. Marvin's reputation has kept people in line, and most people are happy for their presence.

The Secret Pizza restaurant is hidden in a back alley, and can actually restore the player's health if they take a side trip. This can also help move the story along later.

(5.0) Enemy Theme:

Act 1 - Monkey Minions: These are foes that move and behave like monkeys.

Act 2 - Massage Minions: Quick and strategic strikes, up close and personal. Fast.

Act 3 - Blue Magic Minions: Creatures made of blue magic, with spells that hone in on the player's location. Dodge at a distance, get in close, and take them down.

(6.0) Boss:

Act 1 - Marvin: Marvin spent his high school years ignored by everyone, buried in comic books, manga, and video games. He had often dreamed about being a badass, but never thought he would be perceived as one until a series of misunderstandings made him out to be a perpetrator of several violent attacks on the part of the Vegas Mafia. After being hired by Juniper, Marvin rose through the ranks and became the mob's top enforcer. He plans on clearing the other participants so that Juniper herself may claim godhood, and so that he's be able to silently return to his old lifestyle after the games end. Marvin is the King of Diamonds.

Act 2 - Juniper: A middle-aged mobster. She runs a massage parlor in Old City. Quiet and seemingly kind, but authoritative. Hides in plain sight (a la Gus Fring). Has a massage parlor that the player can visit, but she runs the Mafia and the district from behind the curtain, trusting Marvin to do her bidding. Reveal her as a boss during Act 2 of the game, to do what Marvin couldn't.

Act 3 - Cyril Blue: The original inventor of Blue Magic, his talent for copying his foe's magic is supplemented by his own "Ace of Diamonds" power that gives him control over gravity. He is arrogant and self-righteous, styling himself a hero in spite of the fact that he acts as one of Dealer's primary cronies. When he arrives in the Old City, he decides that the "evil" Mafia must be purged and that he will save everyone. However, his rule is far more tyrannical than the Mafia's was.

Since he was a previous winner, his true form is that of a massive blue dragon. (He also wears a turban and acts like a parody of Aladdin).

(7.0) Replayability:

Secret Pizza: Perhaps, in exchange for a detour, you can get your health refilled, or receive a 1-up. Later, this place could be a story point.

NY Roller Coaster: Maybe just a place with bonus areas, or provides access to a short cut in the Old City.

Dance Club: A popular spot for mobsters. Entering triggers a survival marathon of the player fighting off as many mobsters as possible.

Juniper's Massage Parlor: Where Juniper runs her business in plain sight. Very friendly when you meet her, giving no clue that she is the head of the Mafia. Perhaps if the player purchases a massage they temporarily become faster and more limber.

Cyril Blue: When Cyril takes over, everything changes. Claiming he's saving downtown, he actually takes over, making it his kingdom. People live in terror of him, rarely venturing out. Businesses, like Secret Pizza and Juniper's Massage Parlor, become closed until his defeat.

(8.0) Aftermath:

At the start, the people of the Old City are loyal to Marvin and the mafia.

When Marvin is defeated by Jukebox, the Mafia starts to lose some of its power. People aren't afraid of him or them anymore. The public starts to get cocky. It's time for Juniper to wrangle them in.

In Act 2, Juniper rises from hiding and challenges Jukebox for this area. Juniper has every intention to crush the player and prove the Mafia's might. But, in the end, Juniper is also defeated, and the Mafia loses most of its control, becoming subservient to Jukebox and Dealer.

In Act 3, when Cyril takes over, the Old City descends into chaos. Cyril and his Blue Magic are so brutal that people actually miss the Mafia.

Marvin and Juniper help Helena in return for taking back the Old City for them once and for all.

(9.0) Color Scheme:

Green, purple, yellow and black.

