

# Western FMV Sequences

## LEVEL 1 :-

### Setting

The middle of Silver City, complete with bank, the Sheriff's jail, general store and saloon. It's early in the morning, and the town is just starting to come to life.

### Intro FMV

We see a view of the whole of Silver City, with the sun just starting to rise over the distant hills. The camera glides into the town and closes in on the bank. Inside the bank the teller yawns as he prepares his desk for the day. There's a knock at the door. The puzzled teller opens it to see three mean-lookin' hombres, pointing guns at him.

The scene cuts to the three mean dudes running out of the bank holding bags of loot. As they run to their horses which are tied up nearby, the bound-and-gagged teller bounces out after them, making muffled shouts. The sheriff runs out of the sheriff's office, to see the dudes mount their horses and ride off out of town. The sheriff runs to his own horse and gives chase. The game begins...

### Lose/Stalemate FMV

In long-shot we see the three dudes being chased by the sheriff through the desert. We close in on the sheriff who is swinging a lasso. Trouble is, the sheriff isn't great with a lasso – it wraps around him until all we see is a pile of rope on the back of the horse, a loud embarrassed 'Aw, shucks!' coming from within.

### Win FMV

In long-shot we see the three dudes being chased by the sheriff through the desert. We close in on the sheriff who is swinging a lasso. The camera cuts to the last of the dudes, grinning as he makes his escape. Suddenly the lasso lands on him and yanks taught – the horse charges off, leaving the distraught-looking dude hanging in mid-air. The scene cuts to the dude standing in jail, and the door clanging shut on him.

## **LEVEL 2 :-**

### **Setting**

Big Chief Rattlesnake's Camp, complete with tepees, totem poles, camp fires and so on. In the distance behind the camp is a majestic range of mountains. It is the mid-afternoon and the sky is blue.

### **Intro FMV**

We see the sheriff chase the outlaws to an indian camp, populated by indian scouts (Pawns). The sheriff dismounts and looks around for the outlaws – they're nowhere to be seen. He walks over to the chief (Queen) and the medicine man (Bishop), who stand in front of a big tent with a totem pole beside it. The sheriff asks them if they've seen the outlaws (indicated by a speech bubble containing the faces of the two outlaws and a question mark). The two indians look at each other, then back at the sheriff and shake their heads...

Meanwhile, as this conversation goes on, we see a tepee in the background rise off the ground (with two pairs of legs visible beneath it) and shuffle sideways. The sheriff notices the movement and the tepee stops. Shaking his head in a 'Did I really see that?' sort of way, the sheriff continues chatting. Then he notices the tepee start to move again! Running over he climbs inside to find the two outlaws. The view cuts to outside as the tepee starts to rattle and shake – there's obviously a bit of a tussle going on – and the game begins...

### **Lose/Stalemate FMV**

The sheriff shoots out of the entrance to the tepee, flies through the air in a high arc, and then lands and skids – bump, bump, bump – along the ground. He looks dusty and dejected.

### **Win FMV**

The two baddies shoot out of the entrance to the tepee, fly through the air in a high arc, and land with a bump, closely pursued by the sheriff. One outlaw quickly gets up, runs for his horse, and makes good his escape. The other guy gets up and runs too. He turns to look back at the sheriff... and runs slam into the totem pole! The sheriff grabs the dazed outlaw. We cut to the jail door banging shut again, with the villain joining his pal.

### **LEVEL 3 :-**

#### **Setting**

Fort Legoredo in the dead of night. There's a clear starry sky and a range of mountains in the background.

#### **Intro FMV**

The sheriff pursues the last outlaw to Fort Legoredo in the dead of night. He arrives at the gates and find the place strangely quiet – there are no replies to his greetings. Luckily the main gate is ajar and cautiously the sheriff peers inside the fort. Inside he sees the Colonel (King) and a couple of his troopers (Rooks) tied to a barrel. Their mouths are gagged but they're mumbling something.

The sheriff rushes and ungags the Colonel – the colonel looks past the sheriff and makes a 'Look out!' sound. The sheriff turns to see the last outlaw running out of the shadows towards him, arms raised to grab him. The game begins...

#### **Lose/Stalemate FMV**

The camera pans down from the night sky to reveal the sheriff tied to the barrel along with the Colonel and troopers, the outlaw laughing at them.

#### **Win FMV**

The camera pans down to show the sheriff tying up the disgruntled-looking outlaw, as the freed Colonel and troopers look on. The sheriffs hops on his horse and sets off back to Silver City, the bound outlaw trudging along behind him.

The sheriff arrives back in Silver City to a hero's welcome, with people lining the streets as he rides through. The scene cuts to the jail, where we see the jail door slamming shut on all three baddies – to the cheers of the gathered crowd of town people. There's an even bigger cheer as the sheriff hands back the stolen money to the bank teller. Finally the hero waves to the crowd – to the biggest cheer of all!

# Pirates FMV Sequences

## Level 1 :-

### Setting

A small garrison port at the end of a Caribbean style mainland. The Santa Cruz bobs up and down in the harbour. Soldiers (Rook) and Conquistadors (Queen) mill about. Behind the garrison can be seen lush jungle.

### Intro FMV

The Admiral (Bishop) sits on the edge of the jetty, fishing. There's a tug on the line, and the pirate eagerly reels it in to find a sealed bottle containing a piece of paper. Opening the bottle and examining the paper, the Admiral sees a map of the islands with a large cross on one of them.

However, all this time the hapless pirate has been observed by a pirate (King), who is accompanied by his pet crocodile (who have a Dastardly & Muttley-stylee relationship). The two turn to look at each other and smile knowingly – above their heads a think bubble appears containing a treasure chest brimming over with gold and jewels.

That night, the Admiral lies in bed asleep, clutching the precious map. At the window, the pirate appear, who sends the crocodile into the room. The croc grabs the map and starts to slither back out of the window. Just in time, the Admiral wakes up. Grabbing the croc's tale, a tug of war ensues between the pirate and the admiral, with the distraught looking croc caught in the middle. The game begins...

### Lose/Stalemate FMV

The pirate wins the tug of war. The Admiral loses his grip on the tale and falls back. We see the pirate and his croc running off into the night...

### Win FMV

The admiral wins the tug of war. The croc flies back, the map flying out of his mouth and into the admiral's hand. The croc runs off. We see the pirate and the croc running off into the night, the admiral laughing at them from the window.

## **Level 2 :-**

### **Setting**

The deck of the Santa Cruz.

### **Intro:**

The admiral sets sail for treasure island along with some conquistador sailors (Queen). The ship leaves harbour to the cheers of a crowd on the jetty.

We cut to the Santa Cruz sailing through the sea. The admiral surveys the horizon and – yikes! – sees a pirate ship (The Marauder) approaching. Zooming in he sees the pirate who tried to steal his map accompanied by his pet croc and his pirate chums (Knight & Pawns).

A sea chase ensues. Eventually the pirates draw up alongside the Santa Cruz and start to board her. The game begins...

### **Lose/Stalemate FMV**

The camera pans down to see the admiral walking the plank, with a crowd of pirates jeering and laughing behind him and the chief pirate triumphantly waving the map. As the pirate ship sails off, we see the dejected looking admiral being fished out of the drink by his friends on the Santa Cruz.

### **Win FMV**

The camera pans down to see the chief pirate walking the plank, with a crowd of cheering sailors behind him and the admiral waving the map. As the Santa Cruz sails off we see the pirate giving chase, sitting on the back of his croc.

### **Level 3 :-**

#### **Setting**

A beach of a tropical island with the Santa Cruz moored nearby.

#### **Intro FMV**

The Santa Cruz arrives at treasure island. Disembarking the admiral uses his map and explores the beach, to find a big red cross on the ground just like on the map. He starts digging and digging and digging until he's at the bottom of a deep hole. Suddenly the admiral's spade hits something!

Clearing away the dirt reveals a chest. We see the admiral open the chest and his beaming face illuminated by a golden glow, but don't actually see what's in the chest. Suddenly a shadow falls over the admiral. He slams the chest lid shut and looks up to see the pirate and the croc standing at the top of the hole looking down on him. The pirate laughs and drops down. We cut to outside the hole as the sounds of a fight come from within, and the game begins...

#### **Lose/Stalemate FMV**

We see the pirate pull the chest out of the hole and wander off laughing, the croc by his side bearing the chest on its back. We pan across to see the fuming admiral buried up to his neck in the sand.

#### **Win FMV**

We see the admiral pull the chest out of the hole and wander off back to his ship, carrying the chest. We pan across to see the fuming pirate buried up to his neck in the sand, the croc sniggering to itself much to the annoyance of the baddy.

We cut to the Santa Cruz returning to the garrison port. As the admiral lugs the chest onto shore, he's surrounded by a crowd of excited people. Proudly the admiral opens the chest to reveal loads and loads of lovely yellow LEGO bricks! The crowd give a loud hoorah and an impromptu party breaks out.

# Adventurers FMV Sequences

## Level 1 :-

### Setting

The Temple of Anubis (5988), which is set into the side of a cliff and surrounded by other ruins and rubble. (Like the resting place of the Holy Grail in *Indy Jones & The Last Crusade*.) Sam's jeep is nearby.

### Intro FMV

The camera shows the valley where the Temple lies. Panning down the craggy face of the Temple entrance, we see Sam Grant (Knight) standing in the doorway, a resolute look on his face as he prepares to enter. Girding his loins he walks in...

We cut to Sam walking through corridors of the Temple's interior. Eventually Sam comes to a long corridor lined by alcoves, at the end of which is a plinth bearing a large papyrus scroll with map-like symbols on it. Sam creeps forward – and accidentally treads on a pressure pad. There's a spooky groan and Sam spins to one side to see a skeleton (Pawn) lunge at him. Sam jumps back, gun ready, to see the skeleton crash forward onto the floor and shatter. What a fright!

Sam walks on and picks up the scroll. Suddenly – boom, crash – the temple starts to crumble. Sam looks up to see – you guessed it! – a giant stone boulder rolling towards him! Sam runs, outpacing the boulder, and leaps out of the doorway.

Shaking the dust off himself, the dazed Sam looks up to see a sniggering Slyboots (Bishop) pointing a gun at him, other hand outreached for the scroll. The game begins...

### Lose/Stalemate FMV

Grimacing, Sam hands over the scroll and watches as Slyboots makes off in his air balloon which is moored nearby. Slyboots tauntingly waves the scroll at Sam, and Sam fumes.

### Win FMV

Grimacing, Sam goes to hand over the scroll but stops when he hears a rumbling behind him. Turning, Sam looks down the corridor behind him to see the boulder rolling towards him. Giving a knowing look, Sam dives onto the floor. Slyboots sees the boulder, screams and runs off, chased by the boulder. Sam smiles and admires his prize!

## **Level 2 :-**

### **Setting**

A café in Cairo, cutting to a flat-topped pyramid in the shadow of the Sphinx (5978).

### **Intro:**

Dr Kilroy (King) and Miss Pippin Read (Queen) are sitting in a café in Cairo. They see Sam Grant approaching and wave to greet him – they are obviously all friends. Sam shows them the scroll. Dr Kilroy gets out three other scrolls and slots all four together like a jigsaw – they make a map!

The Doctor studies the map carefully and suddenly gets very excited. Pointing to a location on the map, the Doctor indicates that the ReGou gem is to be found there (shown by the gem in a speech bubble). The trio quickly get up and walk off. Then we see that sitting behind them in the café was Slyboots! He's heard everything! Slyboots smile to himself, dons his hat, and follows the trio.

We cut to the flat top of a semi-pyramid. The brave threesome stand on top of the pyramid, the Doctor reads the map as Pippin films Sam lifting up one of flagstones on top of the pyramid, revealing a hole beneath. Just as the trio are about to look down the hole, there's a cry from above them – it's Slyboots in his air balloon, and he's holding a stick of dynamite. The game begins...

### **Lose/Stalemate FMV**

Slyboots lights and lobs the dynamite. Our heroes run down the side of the pyramid chased by Slyboots who's lobbing more dynamite.

### **Win FMV**

As Slyboots goes to light the dynamite, Sam whips out his pistol and shoots the air balloon. Slyboots gives a look of surprise, and the balloon starts zooming all over the sky (like a toy balloon does) and flies off into the distance. The trio laugh in triumph and start to climb down the hole...



### **Level 3 :-**

#### **Setting**

The interior of the pyramid. Very scary.

#### **Intro FMV**

Our brave trio explore the interior of the pyramid. They enter a large chamber, with a monument to the Pharaoh at one end and the walls lined by giant statues. Shafts of light shine in through cracks in the walls.

Beneath the monument on a plinth rests the ReGou gem. As the trio approach it, there's a cough from behind them. They turn to see a panting, dust-covered Slyboots standing behind them, pointing a gun in their direction. He motions to them to move away... and the game begins...

#### **Lose/Stalemate FMV**

We see Slyboots grab the gem as the frustrated trio look on. We cut to Slyboots sailing away in his balloon, as the dejected trio sit on top of the pyramid, looking on powerlessly

#### **Win FMV**

We see Slyboots grab the gem as the frustrated trio look on. Suddenly there's a rumble, and the plinth rotates to reveal the Mummy (Castle)!!!! Slyboots yells and runs off frightened to death, tossing the gem behind him.

Sam catches the gem. The Mummy lunges at Sam in a frightening manner, but Sam just smiles and hands the gem to the Mummy. The Mummy looks confused, then smiles and pops the gem in his headdress. Sam and the Prof stand either side of the Mummy, all beaming as Pippa films them. Egyptian music pipes up, skeletons appear and join in a sand dance with the Mummy and the trio.