

LEGO Chess Western FMV Sequences

NOTES :-

Rather than have the whole team of chess pieces participate in the story I've focussed it on the sheriff – the other pieces appear as 'guest stars' in the various 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 teller runs out after them, yelling and shouting. 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 'Wah!' of despair 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 is a bit slower and grimaces as the sheriff grabs him. 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, gun raised. 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 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!