

# Cowboy Jake

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SCENE: JAKE, a gruff man in a brown cowboy hat and vest, knocks over a pair of swinging doors into a dimly lit saloon. The wooden building is worn from years of hosting ruffians - featuring a large bar, plenty of seating, and an unused stage in the back. Drinks are overflowing at the bar as a crowd of rugged Seven Scout members bicker on barrels used as tables.

After giving the saloon a once-over, JAKE adjusts his cowboy hat.

**JAKE**

Howdy - I'mma lookin' for someone!

The crowd pays JAKE no mind.

**JAKE**

Well, ok then. I tried to be polite.

JAKE slams his leather boot to the floor. He spins a gold revolver out of its holster and aims it at the wooden ceiling.

**JAKE**

Showtime!

The player is prompted to press R2 and shoot JAKE's revolver. It fires - catching the immediate attention of everyone. Guns are drawn, including the bartender, beginning a classic saloon style shoot out.

The Player is instructed to take cover around the saloon and shoot who you can in the lawless west. Corks fly off bottles, ten-gallon hats soar off heads, and barrels are left to wooden shreds.

A bullet wizzes past JAKE's head and an OLDER LADY steps out for a cutscene.

**OLDER LADY**

HEY! You can't be in here if you don't buy a drink!

JAKE and a SEVEN SCOUT MEMBER look at one another before running to the bar putting their guns away.

A minigame begins - the two take shots from the bartop if the Player nails the button prompt.

**JAKE**

(clearly impacted by the shot)  
HooWEE!

If JAKE fails the shot, it pours over him and the SEVEN SCOUT MEMBER laughs.

JAKE and the SEVEN SCOUT MEMBER look at one another again before drawing their guns to one another.

**SEVEN SCOUT MEMBER**

I remember you, crowbait. Why you followin' us?

**JAKE**

Someone in this lil group has somethin' that belongs to me!

**GRANT**

(to himself)  
D-damn, damn it!

JAKE notices something hanging from a man's neck as they run towards an exit.

**JAKE**

Oh no you don't -

JAKE runs from the bar dodging bullets as he chases GRANT like a football star. Outside the saloon the Player regains control - dodging panicked townsfolk and horses in this bustling western town.

**JAKE**

(while moving through the crowd)  
Pardon me ma'am, excuse me, just chasin' a varmint here. Oh, I didn't mean you sir -

A bigger, well-to-do lady bounces into JAKE, knocking him back

**JAKE**

(to the woman bowing his cowboy hat)  
Howdy.

The Player and Grant reach an open town square as the crowd moves away.

**JAKE**

(exhausted)  
Why... Why must you run when I shoot ...

**GRANT**

(laughs)  
You've messed with the wrong guy, flannel mouth. Look at what I bought -

GRANT takes an emerald-colored bullet from around his neck and loads it into his rifle. A bright emerald sheen envelopes the gun for a moment.

**JAKE**

Hey! Gnnng, that's mine!

**GRANT**

Then let me reunite you!

GRANT fires his rifle and summons the spirit of a cow that stampedes towards JAKE.

JAKE fires his gun at the cow before leaping out of the way.

**JAKE**

Dammit!

The Player regains control as GRANT fires more cows at JAKE. Horses are startled and benches/markets are trampled by the bovines.

The Player must shoot at GRANT while dodging the rampaging cows that send JAKE backwards.

JAKE manages to get up close - if a button prompt is successfully hit, then JAKE hits GRANT in the back of the head with his revolver.

JAKE then pulls back for a swift roundhouse kick, if the PLAYER succeeds the button prompt.

And finally, JAKE pulls his leg back to knock the rifle out of GRANT's grip (if the button prompt is successful) and knocks the emerald bullet from the rifle.

JAKE catches the bullet and GRANT is knocked to the ground as he spits blood on the floor.

**GRANT**

Bastard...

JAKE begins loading his golden revolver with the emerald bullet.

**JAKE**

Phew-ee it's nice to have this back! You see this revolver? She was my father's. And these vibrant bullets? They all came in a set.

**JAKE**

Loading my Queen here with one of those bullets..

A bright emerald sheen envelopes the gold revolver like Grant's gun, but it's much more extravagant.

**JAKE**

...reveals her true potential.

JAKE aims his revolver down the open street and fires. The recoil knocks JAKE back as the massive spirit of a bull careens straight ahead. The ground shakes as onlookers gasp at the bull's unstoppable might.

GRANT, however, laughs.

**JAKE**

What're you wobblin' your jaw for?

**GRANT**

The world's **most wanted** have the rest of those stinkin' bullets.  
If you want 'em... You'll have to kill each. One.

**GRANT**

(exhaustedly laughs)

You may have got my bullet... but that's the only one you'll get...

GRANT lets his head fall to the ground as JAKE adjusts his hat.

**JAKE**

(frustrated)

Tarnation - you listen here ya odd stick and listen well!

**JAKE**

I'll kill every one of those outlaws - I will return the Queen  
to her former glory!

JAKE holds his golden revolver to the sky.

**JAKE**

That's a lick and a promise!

Off screen the grunt of the bull is heard along with the sound  
of a trampled building.

**OLDER LADY**

My great grand pappy's grocery store! Oh heavens!

JAKE, nervous, spins The Queen back into her holster and turns  
around walking into the sunset.

**OLDER LADY**

Oh I was raised in that store... but at least we still have the  
sister location -

Off screen the grunt of the bull is heard along with the sound  
of another trampled building. JAKE is still walking away.

**OLDER LADY**

Not the sister location too...! Oh, boo hoo hoo...

A final off-screen grunt of the bull is heard.

**THE END**