

PIRATES OF THE CARIBBEAN

EXT. BUCCANEER BAY

The FLYING DUTCHMAN is attacking Buccaneer Bay.

DAVY JONES (V.O.)
Ha ha! Once again, the
seas are mine to rule! Ha haaa!

DAVY JONES
Fire!

Cut to: JACK SPAARROW on a dinghy, rowing through the waterways of town.

JACK SPARROW
Of course it would be under
attack. Now, to find a dock
without being noticed... or
shot.. or killed.

A clock tower is shot by cannon fire and falls into the water.

JACK SPARROW
Ah, I love this town. Hasn't
changed a bit!

He rows through town and finds a dock.

JACK SPARROW
This looks... dock-able.

PINTEL and RAGETTI are on the dock, waiting.

JACK SPARROW
Ah, Pintel and Ragetti.
Always good for a laugh.

Jack hops off and joins the two pirates.

PINTEL
Oh, Cap'n -- it's a good
thing you're 'ere!

RAGETTI

Aye, sir, but I'm afraid we
brings bad news about Mr
Gibbs.

They lead him through town, continuing the conversation

PINTEL

He's not dead or nuffin'...
just been locked in solitary
confinement's all.

RAGETTI

Poor blighter. But we knows
where to find him! Follow us!

GAMEPLAY. JACK FIGHTS HIS WAY THROUGH TOWN WHILE PINTEL AND RAGETTI
UNLOCK GATES AND OPEN HIS WAY.

The pirates lead Jack up to a bridge, facing the prison. On the other
side, Davy Jones' fish crew wait to fight.

PINTEL

Due to our lack of absolute
conviction, we'll be leavin'
you here, Cap'n.

RAGETTI

It's a bit more than we
bargained for, but you'll
find Gibbs up in that tower.

PINTEL

Good luck, sir!

Jack heads toward the bridge and makes his way up the tower. He
reaches Gibb's cell. He aims his gun at Mr. Gibbs' cell door lock.

JACK SPARROW

Mr. Gibbs! Is the map in
your possession?

CUT TO: PRISON WALLS ON TOP OF PRISON, OVERLOOKING THE BAY

MR. GIBBS walks towards Jack.

MR. GIBBS

Sadly, no. I found its hidin' place, sure enough, but was caught breakin' in to get it. We'd best be off if we want to beat Davy Jones to the map, elsewise he'll be on his way to collectin' the treasure.

GAMEPLAY. JACK MAKES HIS WAY TO THE MAP'S LOCATION.

INT: CAVE OUTSIDE OF BUCCANEER BAY

Jack makes his way to the location of the map only to find Maccus pulling the map out of a chest.

MACCUS

Thank you, "Captain." Now I'll be taking this map so Davy Jones will be on his way to the prize. If he gets it, you'll be trapped on land forever!

He rolls up the map, tucks it in his vest, runs into the water. He swims out to the bay where the Flying Dutchman rises from the deep. He grabs a rope and climbs his way up the ship, joining Davy Jones on deck. Jones look to shore and sees Jack.

DAVY JONES

Fool! I hope you enjoy your stay on this pittance of an island while I rule the sea!

The Dutchman heads out to sea, between large towering rocks.

DAVY JONES

Summon the kraken!

Large tentacles emerge, crawling up the rock towers, pulling them into the sea, trapping Jack in Buccaneer Bay.

JACK SPARROW

That was entirely unsuccessful.
Perhaps Gibbs has fared better.
Where has that mutton-chopped
mongrel gone to?

GAMEPLAY. JACK MUST EARN MONEY TO OBTAIN A SHIP AND CANNON WHILE GIBBS PROCURES A CREW. ONCE ON THE SHIP, HE AND GIBBS BLAST THROUGH THE FALLEN ROCKS. THEY SET OUT TO SEA TO VISIT TIA DALMA WHO IS THE ONLY ONE WHO CAN HELP THEM FIND THE TREASURE WITHOUT THE MAP. THEY DOCK AT PANTANO BAYOU AND JACK ROWS HIS BOAT TO HER HOME.

TIA DALMA walks towards Jack, furious.

TIA DALMA

You let him take de map? Dat
map is de key to findin' de
mos' powerful ting in de sea.
Somethin' so powerful, it be
broke in five pieces, and de
pieces scattered to different
parts o' de Caribbean. Together,
dey form de Kraken's Bane, and
wit de Ban, one can ward off
Davy Jones' monster. He already
on him way to findin' de Bane.
You mus' beat him to it.