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WINNERS OF THE WEST

Episode 5 "A Fight for a Fortune"

Photoplay in two reels

Story and scenario by Ford Beebe

Produced by Edward Laemmle

Author of Photoplay, (under Sec. 62)
Universal Film Mfg. Co. Inc. of the U. S.

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"WINNERS of the WEST"

Episode Five

"A Fight for a Fortune"

THE Indians see Art and Walsh fighting and run in to retake Art. Art knocks Walsh out, whistles to his horses and escapes on it pursued by Indians on horseback.

After a hard ride he sees Betty in a valley below the hill on which he is riding and he rides to rescue her from a group of Indians who are running toward her as she lies prone on the ground with a sprained ankle.

He reaches her first and swinging her to the saddle in front of him, he rides off pursued by the mounted Indians. He escapes from them by leaping a chasm on his horse which their animals will not attempt, and so rejoins the wagon train.

The party reac Fort Bent, where they find a strange girl named Claire Mitchell, recently arrived from the west and in a hurry to get on east. She sees Standish and when she learns his name changes her mind about going East and decides to return West with them.

Later that evening, Claire and Louis learn where Betty has hidden the map and they go after it, neither knowing the other is on his trail. They meet and the treachery of each is clear to the other. Louis insists upon an explanation of Claire's part in the manp's history. She explains that she has just arrived from Sutter's Creek where she knew Arthur's father.

Standish, senior, has incurred the enmity of Dan Sharkey, keeper of a dance hall, has sworn to jump Standish's claim. To get the map showing its location he paws Claire off on Standish as a decoy, she playing the role of an innocent victim of Sharkey's villainy.

To save her from such a fate, Standish agrees to cut the cards with Sharkey, his mine against the girl's freedom. They cut the cards on the saloon balcony, inside. Sharkey wins the map by cheating. A friend of Standish sees it and tells him. Sharkey hurls a bottle of whisky at him. It misses the man but knocks down a candelebra among dancers below. The bottle breaks and the alcohol takes fire.

In the meantime Standish has grappled with Sharkey and is fighting him and his henchmen on the balcony above the fire. The fire gets the best of the men and as they try to put it out everyone flees from the building but Standish and the man he is fighting.

The building is all in flames when the railing of the balcony breaks and Art falls to the floor below, which is now all ablaze. He has the map with him. It burns. Sharkey and his friends escape by jumping out of the upper windows.

The last seen of Standish he is wandering about hopeless in the smoke and fire trying to find a way out.

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