

SEASON 1 EPISODE 2 DELETED SCENE:
BROKEN DOWN

DIR: Taking place shortly before the beginning of episode 2, Lee and Mark are out scouting for supplies. Mark is driving a small hatchback car with Lee, back to the Motor Inn, for Kenny to salvage parts.

MARK: Man, I can't believe we scored this car so easily.

CHOICES:

1. Nothing comes easy.
2. We were lucky.
3. We aren't home yet.
4. Silence

1. Nothing comes easy.

LEE: Nothing comes easy, not anymore.

[TO MAIN PATH]

2. We were lucky.

LEE: Maybe our luck is finally starting to turn around.

[TO MAIN PATH]

3. We aren't home yet.

LEE: Don't count your chickens before they're hatched. We aren't back yet.

[TO MAIN PATH]

4. Silence

DIR: Lee stares out of the passenger side window.

[TO MAIN PATH]

[MAIN PATH]

MARK: Aw, lighten up, Lee. This car should have just enough parts for us to get Kenny's RV working. We'll finally have a way out of the Inn.

DIR: The car engine begins to make loud sounds. Lee looks at Mark with a smirk.

LEE: Told ya'. Quick, pull into that gas station.

DIR: Mark pulls the car into an abandoned gas station. The car barely makes it and smoke starts to billow out from under the hood. The two get out to examine the situation.

MARK: Shit! Now what do we do?

CHOICES:

1. Check the station.
2. Pop the hood.
3. I guess we walk.
4. Silence

1. Check the station.

LEE: We should check and make sure the station is safe before we do anything else.

MARK: Right.

DIR: Mark pulls out a pistol and walks around the gas station. Then comes back to Lee, who's popped the hood of the car.

MARK: It looks secure, but we shouldn't stay here too long.

[TO MAIN PATH]

2. Pop the hood.

LEE: Well, let's see what we can do. Pop the hood.

MARK: Right.

DIR: Mark goes to the driver side of the car and pulls the latch for the hood. He then gets up and does a quick glance over his shoulders.

MARK: Whatever you do, Lee, do it fast. We shouldn't stay here too long.

[TO MAIN PATH]

3. I guess we walk.

LEE: The car's shot. We should start walking back to the Inn before it gets dark.

MARK: Are you serious?! We can't just leave the car. We should at least try and salvage some parts. I'll pop the hood and you see what we can use. But hurry, we shouldn't stay here too long.

DIR: Mark pops the hood of the car.

[TO MAIN PATH]

4. Silence

DIR: Lee looks over the car with one hand on his hip and the other scratching the back of his head.

MARK: I guess we should take a look at it. Here, I'll pop the hood and you take a look. But hurry, we shouldn't stay here too long.

[TO MAIN PATH]

[MAIN PATH]

SEARCHABLE AREA: Lee can walk around the station. Searching the engine of the car progresses the story.

CHOICES:

- 1. Gas pumps**
- 2. Gas station window**
- 3. Mark**
- 4. Paper towel dispenser**
- 5. Billowing smoke of car**
- 6. Crow bar**
- 7. Car engine**

1. Gas pumps

LEE: Bone dry. Not a drop of gas left at this station.

2. Gas station window

LEE: It's a complete mess in there. Anything of value was taken long ago.

3. Mark

MARK: Whatever you do, Lee, do it fast. We shouldn't stay here too long.

4. Paper towel dispenser

LEE: Empty. Pfft, typical.

5. Billowing smoke of car

LEE: Hmm, that smoke is bound to attract some unwanted attention.

6. Crow bar

LEE: That looks heavy.

[MAIN PATH]

7. Car engine

DIR: Lee looks at the engine to see what he can do while Mark keeps a lookout for trouble.

LEE: Think we can grab a few things out of here. Try and find me something to loosen the battery at least.

MARK: Okay, I see a crowbar over by that pump.

DIR: Mark grabs a nearby crowbar and hands it to Lee. Lee then proceeds to pry the battery out of the car.

QTE: Player must rapidly tap the action button to try and release the car battery.

DIR: The crowbar slips and Lee falls and hurts his arm.

LEE: Gahhh!

MARK: Lee, you okay?

DIR: Lee stays seated on the floor with his head down.

CHOICES:

- 1. I just need a minute.**
- 2. I can't do this.**

3. What are we doing?

4. Silence

1. I just need a minute.

LEE: I hurt my arm. I just need a minute.

MARK: We don't really have a minute, Lee.

LEE: Fine, just go on without me.

[TO MAIN PATH]

2. I can't do this.

LEE: I...I can't do this anymore. I think I just want to stay here for now.

MARK: What are you talking about? We can't stay here for a minute.

LEE: Fine, just go on without me.

[TO MAIN PATH]

3. What are we doing?

DIR: Lee stays silent for a second and then responds.

LEE: What are we doing? Was I really trying to pry a car battery out with a crowbar? Are we kidding ourselves? We are fucked!

MARK: Lee? We don't have time for this man. We should keep moving.

LEE: Fine, just go on without me.

[TO MAIN PATH]

4. Silence

DIR: Lee sits with his head down.

MARK: Lee? We should get going.

[TO MAIN PATH]

[MAIN PATH]

DIR: Mark looks at Lee and realizes that he's reached his breaking point. Mark gives Lee a second.

MARK: What about Clementine?

LEE: What about her?

MARK: What would she think of you giving up?

CHOICES:

1. Who says I'm giving up?

2. I don't owe her anything.

3. The group will take care of her.

4. Silence

1. Who says I'm giving up?

LEE: Who says I'm giving up? I'm just taking a break.

MARK: Really? This isn't the place for a break. Out in the open, with your head down, anything can happen.

LEE: Leave me alone. I'd deserve whatever happens.

[TO MAIN PATH]

2. I don't owe her anything.

LEE: I've done everything I can for her. I don't owe her anything more. She's as safe as she can be in this world.

MARK: I thought you cared for her?

CHOICES:

1a. I do.

2a. She's not even my daughter.

1a. I do.

LEE: I do, I just don't deserve her.

[TO MAIN PATH]

2a. She's not even my daughter.

LEE: She's not my daughter. She deserves a better father figure than me.

[TO MAIN PATH]

3. The group will take care of her.

LEE: She doesn't need me anymore. The group will take care of her.

[TO MAIN PATH]

4. Silence

Mark: Lee...

[TO MAIN PATH]

[MAIN PATH]

MARK: I know who you are Lee and what you did before all this.

LEE: You do?

MARK: Yeah, that prick senator was constantly trying to close down our base. When we heard he was killed, we kind of celebrated a little. You were a bit of a local hero. As morbid as that may sound.

LEE: That's far from how I feel.

MARK: Yeah? Tell that to Clementine. I'm not saying what you did was right, but that's the past. You have a bright future ahead with that little girl looking up to you as a hero. Don't make another mistake you'll live to regret. No matter how short that life is.

CHOICES:

1. I don't know.

2. Let's get that battery.

3. Clementine...

4. Silence

1. I don't know.

LEE: I just don't know anymore. I feel like I never got the chance to pay for my past and it's just there, eating at me.

MARK: Heh, I just worry about Walkers eating at me.

DIR: They share an awkward pause as Lee looks up with a smile on his face.

LEE: Ha! Come on, let's get that battery and head home.

[TO MAIN PATH]

2. Let's get that battery.

DIR: They share an awkward pause as Lee looks up with a smile on his face.

LEE: You're right. Let's get that battery and get out of here before I don't get a choice in my future.

[TO MAIN PATH]

3. Clementine...

LEE: Clem!... I can't do that to her. I promised I'd keep her safe. Come on, let's get that battery and get out of here.

[TO MAIN PATH]

4. Silence

DIR: They share an awkward pause as Lee looks up with a smile on his face.

[TO MAIN PATH]

[MAIN PATH]

DIR: Mark offers his hand to help Lee up off the floor. Lee grabs Mark's hand and they proceed to look over the car again.

LEE: Maybe if we try together, we'll be able to get it out.

MARK: Sounds like a plan. This'll be a huge help, even if we can't use it in the RV.

DIR: The duo begins to try and remove the car battery again. They try until one of bolts holding the battery in place gives.

MARK: Yes! Just a little more. I told you this would be a good day.

DIR: They continue to tug at the car battery. Lee looks at how happy Mark is and it makes him happy as well. All the negative thoughts that just moments ago filled his head, are now completely gone. Suddenly a Walker appears from the far end of the gas station.

WALKER: Guhhhh.

DIR: Lee and Mark take note and realize it's not bothering with them.

MARK: [quietly] We can do this. We almost have it.

LEE: [quietly] Alright, but we hurry.

DIR: They continue to pry the car battery out. The Walker keeps to himself on the other side of the station. It has yet to notice them. Another Walker appears and makes it's way towards the pair. Then another appears, there are several now, slowly closing off any escape route.

LEE: Shit!

MARK: Don't stop. We almost have it!

LEE: Are you crazy? We need to go, now!

DIR: Lee lets go of the crowbar and starts to back away from the impending doom. Mark continues to try and pry the car battery free. Lee looks back to Mark and extends his hand.

LEE: Mark, let it go. We'll find another one....another day.

DIR: Mark stops what he's doing and a look of relief comes over him. He then rushes off with Lee as they run away from the Walker infested gas station.

END SCENE

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