

EXT. SANCTUARY - DAY

The Player has just arrived back to Sanctuary from another quest. Upon entry CLAPTRAP approaches in a scramble; sparks flying from his wheel.

CLAPTRAP

Hellllo, traveler. We have a bit of a situation... And by a bit of a situation I mean, THE WORLD WILL END if we don't take care of this.

SIR HAMMERLOCK happens to be standing nearby, he slowly begins walking towards Claptrap, eavesdropping on his conversation.

CLAPTRAP (CONT'D)

Is that what you want? For the world to be blown into oblivion? Every creature known to mankind to be brutally murdered? The children... Think of the children.

Sir Hammerlock is now standing next to Claptrap.

SIR HAMMERLOCK

What are you going on about Claptrap? Is there truly a catastrophic event doomed to take place?

CLAPTRAP

Have I ever lied before? Like an actual lie. Not like a little one that didn't mean anything.

SIR HAMMERLOCK

Yes.

CLAPTRAP

Okay. But this isn't a lie! The entire planet and probably the entire galaxy will be 360 no scoped if we don't handle this now.

Sir Hammerlock concedes and begins to listen.

CLAPTRAP (CONT'D)

Traveler. In order to save the world, I need you to travel to The Fridge. From there you must work your way through the Rat Maze to the Crystal Claw Pit then finally arrive at the Rakk Cave.

(MORE)

CLAPTRAP (CONT'D)

Where a sacred item must be returned to me in order to save the world.

Sir Hammerlock seems skeptical of Claptrap.

SIR HAMMERLOCK

The Rakk Cave? Say the Vault Hunter is somehow able to even make it through the Rat Maze and Crystal Claw Pit, you actually expect him to survive the Rakk Cave.

CLAPTRAP

Firstly, no one asked you. Secondly, your hat is stupid. Thirdly, I am 51 percent sure the Rakk Cave has been abandoned for like three days by now. He's fine.

Sir Hammerlock adjusts his hat self consciously.

SIR HAMMERLOCK

Allow me to accompany the Vault Hunter. Besides, I could use some samples from The Fridge anyway for my research.

Claptrap lets out a hearty laugh. Then stops laughing when he realizes Hammerlock wasn't joking.

CLAPTRAP

Oh, you're serious. Well I don't know what the traveler would gain from having a cyborg at his side. I mean gross... A cyborg. Like make up your mind, be human or be robot, but don't be both.

Sir Hammerlock smacks Claptrap.

CLAPTRAP (CONT'D)

Fine. Go. But if you get decapitated or murdered in any way, that's on you.

Sir Hammerlock and the Player begin to walk off. Claptrap wheels in front of them.

CLAPTRAP (CONT'D)

Wait! I almost forgot. Take this walkie talkie. So I can give you expert guidance.

The Player and Hammerlock begin walking off again. Claptrap wheels in front one last time.

CLAPTRAP (CONT'D)

You might ask yourself, "Claptrap, why don't you go?" The answer is simple. If I leave Sanctuary then the entire city would be vulnerable due to losing their most fearsome warrior. Best of luck.

A quest marker appears, leading the player to The Fridge.

EXT. THE FRIDGE - NIGHT

The Player and Sir Hammerlock enter The Fridge. It seems to be abandoned.

SIR HAMMERLOCK

Wow. I guess the robot was right. No one is here.

Sir Hammerlock gets shot in the shoulder.

SIR HAMMERLOCK (CONT'D)

Christ! I knew it was too good to be true. Oh, hell.

Swarms of rats come out of their hiding spots and combat ensues.

CLAPTRAP (V.O.)

Oops. I guess there are lifeforms there. Hey, we all make mistakes.

SIR HAMMERLOCK

Well it seems you make an extraordinary amount of mistakes.

CLAPTRAP (V.O.)

No time to cry. Go rip some heads off!

The Player fights his way through the Rat Maze and enters the Crystal Claw Pit. Once again, it appears to be abandoned.

SIR HAMMERLOCK

Well, look at that. It appears to be abandoned again. I'm not falling for it this time.

An icicle falls from above and stabs Sir Hammerlocks foot. He begins shooting frantically.

No enemies come out, however.

CLAPTRAP (V.O.)
 Hahaha! Look at you. Shooting at
 nothing like a big cyborg diaper
 baby. Like I said before. This
 place is abando --

Sir Hammerlock gets shot in his other shoulder.

SIR HAMMERLOCK
 OWWW! Claptrap, you imbecile.

CLAPTRAP (V.O.)
 Oops.

An overwhelmingly gigantic swarm of enemies attack The Player
 once again.

CLAPTRAP (V.O.)
 Don't panic! We've trained for
 this. Breath in. Breath out. Breath
 in. Breath in.

SIR HAMMERLOCK
 You can't breathe in twice in a row
 assface.

Sir Hammerlock gets shot again; this time in his butt.
 Claptrap laughs maniacally.

CLAPTRAP (V.O.)
 You should've at least tried it.

Enemies approach from every direction.

CLAPTRAP (V.O.)
 Traveler! I have an idea. It's
 crazy. So crazy, it just might
 work.

SIR HAMMERLOCK
 Hurry up! We're being closed in on.

CLAPTRAP (V.O.)
 Pray and spray up towards the top
 of the cave. May the icicles rain
 on your opponents.

Claptrap lets out a surprisingly good Dr. Evil laugh.

The Player is given a new objective to **Spray and Pray**.

Icicles rain down and surprisingly defeat the large swarm of enemies.

CLAPTRAP (V.O.)

See. Everything turned out just fine.

One last icicle falls and lands on Sir Hammerlock's other foot.

SIR HAMMERLOCK

MOTHER of the Queen in Hell!
Claptrap this is your fault.

CLAPTRAP (V.O.)

How about a thank you? For saving your life? Rude much. Traveler, you should be able to see Rakk Cave. Head there. It's time to finish this.

The player enters the Rakk Cave. There's one man sitting in the middle of the cave all alone. Wearing what seems to be an auto-mechanic's jumpsuit.

Claptrap begins to whisper.

CLAPTRAP

Alright, here's the deal. I need you to gain access to the super duper cold refrigerator. That's where the sacred can lies within. That can is the key to saving the universe.

The Player and Sir Hammerlock walk closer.

DAVE THE MECHANIC

It's been a long time since I've had any visitors. What's the occasion?

SIR HAMMERLOCK

Hello, my good sir. I'm Sir Hammerlock and I'm here for the --

DAVE THE MECHANIC

The sacred can? That's all anyone ever wants from me. I'm more than just that damn can! I'm a devout Nascar fan and I make a great buffalo chicken dip!

SIR HAMMERLOCK
I'm sorry, sir.

DAVE THE MECHANIC
Call me Dave.

SIR HAMMERLOCK
I'm sorry, Dave. The world's demise depends on that sacred can.

DAVE THE MECHANIC
I doubt that. But I tell you what, I'll let you have the damn can. Under one condition. You've gotta beat me at a game of corn hole.

SIR HAMMERLOCK
My associate would be more than happy to play you for it.

A new objective: **Play Corn Hole** pops up on the screen.

A mini game starts where the player begins playing corn hole.

DAVE THE MECHANIC
I forgot to mention; if you beat me, the can is yours. But, if I beat you... You die! Or you come back every Sunday to watch Nascar.

SIR HAMMERLOCK
(Under his breath) I'd rather die.

The game continues. If the player loses they are forced to fight. The following scenario is what happens when/if the player wins.

DAVE THE MECHANIC
Well gosh darn! You beat me fair and square. The can is yours, I reckon.

Claptrap can't contain his boastfulness.

CLAPTRAP (V.O.)
GET SOME, Honkey Tonk Dave!

Claptrap begins singing We Are the Champions.

Dave's eyes grow wide. He recognizes that voice.

DAVE THE MECHANIC
You've been working with Claptrap?
You son of a bitch.
(MORE)

DAVE THE MECHANIC (CONT'D)
He's the reason I'm in this shit
hole of a cave! He's the reason my
wife left me!

SIR HAMMERLOCK
I'd actually like to hear more
about that story.

DAVE THE MECHANIC
Time for you all to die!

A boss fight with Dave the Mechanic ensues.

CLAPTRAP (V.O.)
Oops. I probably should've
mentioned this guy hates me.

Once the Player wins the boss fight a legendary Nascar type
skin is unlocked for all vehicles.

A quest marker leads the Player directly to a gigantic fridge
in the room. Within the room is a small two quart can of
"synthetic oil".

CLAPTRAP (V.O.)
Great! You've got the sacred can.
Quickly, return it to me so I can
save the world. We're running out
of time!

The Player and Sir Hammerlock make their way back to
Sanctuary where Claptrap is waiting for them.

Claptrap quickly grabs the synthetic oil and plunges a straw
into it and slurps it all down like he's been without water
in the desert for three days straight.

CLAPTRAP
Yummy yum yum in my tum. It tastes
just as good as I remember! It's
been years since I've had this.
It's my favorite snack, really.

SIR HAMMERLOCK
WHAT have you done?! We needed that
to save the universe. Now we are
doomed.

CLAPTRAP
Oh, about that... I made that up.
The world isn't ending. Don't be
mad though. Look how happy I am!
You guys are true friends.

SIR HAMMERLOCK
I got shot three times and
destroyed by icicles so you could
enjoy a snack?

CLAPTRAP
You mad, bro?

SIR HAMMERLOCK
No. I'm not mad.

CLAPTRAP
Really? Way to be cool and mature
about this Hammerlock.

SIR HAMMERLOCK
What's that over there?

Sir Hammerlock points at nothing. Claptrap turns to look.

Sir Hammerlock jumps on Claptrap and they wheel off fighting.