



THE WALKING DEAD

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SCRIPT BOOK

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THE WALKING DEAD™

SCRIPT BOOK #1

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Page 1: six panels

Panel one:

Wide panel: We see Rick Grimes and his partner Shane ducking out of their police car. Shane's a big, huge athletic red neck... like Patrick Warburton or something. Both of them have their guns pulled. They are ducking down beside the car, like they both got out and ran around to the passenger side. In the background, past the car, we should see a man standing beside a pick-up truck, using an open, driver side door as a shield. The windshield should be broken, and the truck should look wrecked. This man stole a car, came through their town and they stopped him. Maybe he escaped from a prison or something... still has the shackles on his feet... whatever. The guy is firing a rifle at the cops- it should be blowing a hole in the hood of the cop car, right above them. On the side of the road we should see a split rail fence running along, with some horses in the field in the distance.

1 SFX: BOOM!!

Panel two:

Small panel: Close in on Rick and Shane ducking behind the car. SHANE is on the LEFT... this will actually make the set-up easier when Rick gets shot soon.

2 Shane: I don't think he's from around here.

3 Rick: Yeah...

Panel three:

Small panel: Close up on the bad guy... pumping his rifle with an empty shell popping out of the back.

4 Bad Guy: I ain't goin' back! I'll die first!

Panel four:

Small panel: Rick is leaning toward us... planning on rolling into the ditch next to the car. He's trying to get around the guy so that he can't shoot at both of them at the same time. Try to show that Shane is nodding at what Rick is saying.

5 Rick: Cover me... I'm going to try and make it over to that ditch.

Panel five:

Small panel: Rick is rolling toward the ditch as we see Shane in the background getting his gun shot out of his hand.

6 SFX: Whatever.

Panel six:

Wide panel: In the middle ground we see Shane nursing his bloody hand. In the background we see the convict shooting at Rick and in the foreground we see Rick getting shot. I'm thinking... shoulder... chest... it doesn't NEED to be a head blow to put someone in a coma. Rick would be near the ditch but not quite in it. Or maybe the gun shot is helping him make it all the way to the ditch... whatever.

7 Shane: RICK!!

8 SFX: BLAM!!

Page 2: Splash page

Rick is waking up from his coma. He's in a hospital bed in a private room. He should have stubble, and hair a little longer than we saw on the last page. I'm thinking it's been less than six months. He should be opening his eyes but not really jumping up... he HAS been lying in a bed for months. Any of that physical therapy stuff would have stopped at least a few weeks ago when the hospital was abandoned. He's wearing a hospital gown, has an iv going into his arm and some sort of monitor on him... the tubes up the nose... all that stuff. I don't know what angle to show him here but I think you should be zoomed in a lot just to show all the detail of the changes in him from the last page and all the tubes and shit going into him.

1 Rick: GASP!

Page 3: nine panels

Panel one:

Small panel: Rick pulling the thing out of his nose with one hand, while pulling the iv out of his hand with the other. He's sitting up as he does this. He's still VERY much in the bed though.

Panel two:

Small panel: Rick is turning in his bed so that his feet are dangling off of the side. We can see here that he is very weak and is straining just to move in the bed.

Panel three:

Small panel: Rick is standing up out of the bed... using the frame that held his iv for support... again, he is very weak.

Panel four:

Small panel: Rick is falling to the ground; slamming his knee on the floor and knocking over the iv stand in the process. He's falling in front of some built in dresser/cabinet thing that is built into the wall next to his bed.

Panel five:

Small panel: Close on Rick, yelling at the top of his lungs, still on the ground in a heap. He's in bad shape. He hasn't spoken in months so he's hoarse and can't really make much sound. So it should look like he's yelling, because he's trying... but his balloon will have very small text.

1 Rick (small): Nurse!

Panel six:

Small panel: Rick is reaching around his bed to hit the nurse button on the side panel. He's still on the ground, but he's right next to the bed, so he can reach it. Show the panel close up somehow... and still show him reaching over and pushing the button.

Panel seven:

Small panel: Rick is just sitting in the floor looking down at his legs. He should be trying to get up a little bit, but he's really not moving.

Panel eight:

Small panel: Rick is looking over at the dresser/cabinet thing we saw in panel four when he fell. Make this panel very similar to the last - so have the dresser thing in the foreground of both panels but only have him looking at it in this panel.

Panel nine:

Small panel: Rick is opening a drawer, we can see into the drawer where his clothes and wallet (badge) and keys are all in plain view. I don't know if his wife would have brought a new uniform for him to put on or what... I'm thinking we should just assume she would have. I don't think the hospital would have just folded up his bloody uniform and put it in a drawer. He'll get the hat and jacket from the cover at the police station later. Or maybe he can get his uniform there later too... yeah... that's better. We know he's a cop already from the first page. So have the badge and keys... and a pair of jeans and a t-shirt that his wife would have brought. Just make sure we can see all this stuff, and still see him looking into the drawer.

Page 4: eight panels

Panel one:

Small panel: Rick is stumbling out of his hospital room, leaning firmly on the doorframe as he comes out. He's wearing the clothes we saw in the drawer on the last panel of the last page.

Panel two:

Small panel: Now that Rick is out of his room he is stumbling down the hall away from us, with his back to us, leaning on the side of the wall as he does so. He should be looking down the hall ahead of him. We should see a corner or something up ahead. He's close to a nurse's station.

1 Rick: Hello?!

2 Rick (2): ANYBODY!

Panel three:

Small panel: We're looking back at Rick from behind the Nurse's station as he rounds the corner to see that nobody is there. Paperwork and what not should indicate

that people just up and walked out when the time came.

3 Rick: What the hell?

4 Rick (2): Did everyone just DECIDE to take a break at the SAME time?!

Panel four:

Small panel: We're down a hallway looking back at Rick as he crossed the hallway we're in while walking through another hallway. It's like we're in the horizontal part of a cross watching Rick walk through the vertical part. Am I making sense? Whatever... just have him walking through the hall to show that time is passing and also to show that while he's still clumsy... he is getting better at walking.

Panel five:

Small panel: We're watching Rick from behind as he walks towards an elevator. We should notice that the hospital looks kinda nasty... it hasn't been cleaned in a while... it should be dusty and grimy.

Panel six:

Small panel: We're inside the elevator. We see Rick leaning against the hand rail inside the elevator as the door shuts. He's very weak... and should look like he's resting against the sidewall of the elevator here.

Panel seven:

Small panel: The elevator has gotten to the ground floor and the doors are about to open. Rick is in the foreground to the right side of the panel. We can see the door past him in the background of the left side of the panel. He's still leaning up against the wall, looking down at the floor, resting.

5 SFX: Ding.

Panel eight:

Small panel: Same as last panel, only the doors of the elevator ARE opening and a dead body is falling into the elevator as they do. It should look like the body was sitting on the ground leaning it's back up against the elevator doors on this level. It should be ripped all to shit and half eaten... but on top of that it should have been sitting there rotting for a few weeks. It should look pretty nasty. Rick is freaking out, turning to look at the body as it falls into the elevator. He's so startled that he's losing his balance and falling over right next to the body.

6 Rick: AAHH!!

Page 5: seven panels

Panel one:

Wide panel: Rick is down on the ground looking at the body. The body should be in the foreground so we get a close up look at all its nastiness. Rick should be right behind it... close enough to kiss it. He's screaming... again. His voice is back.

1 Rick: HELP!!

Panel two:

Small panel: Rick is stumbling to his feet. He should still look very clumsy and weak. He should have one hand still on the ground and should look like he's going to do a forward flip before actually getting up... he's pretty freaked out.

2 Rick: Somebody HELP!

Panel three:

Small panel: We're looking at Rick from down the hall as he stumbles toward us. He should still look like he's about to fall over... he can't control his legs as well as he'd like to, though he is in better shape than a couple of pages ago. We should see the elevator trying to close on the dead body behind him.

3 Rick: Is anybody there?!

Panel four:

Small panel: Rick has calmed down and is walking down another hall. He doesn't have to lean against the wall anymore... but he should still be limping and not walking surefooted.

Panel five:

Small panel: Rick should be walking around a corner and in front of him we should see the doors to the cafeteria. There is a metal bar slid into the handles

of the double doors... maybe a bed rail or something. It's just there to keep the doors from opening. There should be a small sign next to the door that says cafeteria... you know how hospitals always have signs next to all the doors.

4 Rick: What the hell?

Panel six:

Small panel: Rick is removing the bar from the door so he can open the doors.

5 Rick: What happened here?

Panel seven:

Small panel: Rick is opening the doors. We can't see his face here.

Page 6: Splash page

Okay, Rick is NOT in this shot. This is just a shot of the cafeteria, which has been turned into a triage center that was eventually infested with zombies. When shit started going down and zombies were attacking everyone, those who were attacked were all brought to the hospital with bites and wounds. Because the hospital was overwhelmed by the sudden influx of patients the ER spilled over into the cafeteria. It should look like a wartime medical tent. Blood should be EVERYWHERE on the floor, walls, tables... though it is all dried by now. The tables of the cafeteria have all been moved out and replaced with hospital beds (most of the room would be empty... because everyone was dying). The little buffet line where you grab the food, y'know the kind with the cash register at the end, should be visible in the back of the cafeteria. Make sure you have things that remind people that this WAS a cafeteria. There should be surgical trays with tools and shit on carts next to some of the beds. Some of the beds (or operating tables, mix it up) have dead mangled corpses on them that the others devoured before they could turn. They are picked clean. Now... on to the zombies - One of them should be very close to us, right near the door. He should look like he was walking by the door when it opened and is turning to look at us. All around the room there should be zombies standing up from behind tables and turning to look at us. They were all just sitting around the room before Rick came in. These zombies also haven't eaten in a long time... so they're excited to see Rick. But our zombies here DO NOT move fast. They are Day of the Dead zombies, not using-a-brick-to-smash-a-window-and-then-chasing-a-car Night of the Living Dead zombies. So really all that most of them should be doing in this panel is turning to look at us.

1 Zombies: Uughn.

Page 7: seven panels

Panel one:

Wide panel: Rick is stepping backward as the zombie that was closest to us on the last page is walking out of the cafeteria after him. Rick is freaking out... there is a walking DEAD man coming after him... he should look like he's in shock as he stumbles backwards to avoid the zombie. He can't even form his words to scream.

1 Rick: Uh.

2 Rick (2): Uh.

3 Rick (3): Uh.

Panel two:

Small panel: Rick is falling, again... we're looking at him from behind as he does so. The Zombie is right behind him, still standing up, coming after him. Rick is falling on his back; he'll still be able to scoot away from the zombie. We should be able to see down the hall, a bunch of other zombies lumbering out of the cafeteria... some are also turning to come after Rick, some don't even notice him.

4 Rick: Uff!

Panel three:

Small panel: Rick is scooting backwards away from the zombie. He's kicking his feet along to push himself backwards. I'm thinking a side view on this one. Rick is getting close to a door that we should see behind him... the door goes to the stairs... whatever. The Zombie should be getting pretty close to Rick at this point.

5 Rick: Stop!

6 Rick (2): Get away from me!

Panel four:

Small panel: Rick is standing up... trying to turn around as he does so in order to be able to run from the zombie when he does get on his feet. The zombie is really damn close now though, and it's grabbing Rick's shirt. Rick is directly in front of the door to the stairs here. Maybe he even has one hand up, trying to grab the door handle as he stands up and turns around to run... there's a lot going on in this panel... whew.

7 Rick: Can't you understand?!

Panel five:

Small panel: While trying to get away from the zombie... Rick is sort of bursting through the doorway to the stairs... not through the door. The Zombie is clutching his shirt and being pulled behind him. Because Rick isn't paying attention to what he's doing and is mainly trying to get away from the zombie he's diving towards a flight of stairs and doesn't realize it yet. I think this panel would work best if it were a down shot, so we could see down the stairs they are about to fall down.

8 SFX: Fwump! (door coming open)

Panel six:

Small panel: We're at the bottom of the stairs looking back up toward the door Rick just came through. Rick and the zombie are falling down the stairs. Rick should be down on the stairs taking his lumps. The zombie should be flipping over Rick and be in mid air here... not too high, just above Rick. At the top of the stairs we should see a few more zombies coming in the stairwell.

Panel seven:

Small panel: The zombie that was falling with Rick is landing on its head and breaking its neck. Close up on that in this panel. Don't worry about showing anything else. Make it looks really nasty.

1 SFX: SNAP!

Page 8: seven panels

Panel one:

Tall panel: Rick is falling to the bottom of the stairs on top of the zombie with the broken neck. This SHOULD NOT look funny. Rick should look like he's in pain from the fall. The zombie is still "alive" it just can't move now... so it's just sitting there moving its teeth... trying to bite at Rick.

1 Rick: Uff!

Panel two:

Small panel: We're behind where Rick and the zombie landed at the bottom of the stairs, they are on one of those keen landings where the stairs turn and go down the other way... y'know, like from the Pope 10-pager for the new TPB. Since we're behind where Rick landed we can see him limping down the one side of the stairs, while we see the other zombies come after him down the stairs he just fell down. They are quite slow and Rick (while hurt) is STILL moving twice as fast as them.

Panel three:

Small panel: Rick is bursting through a pair of double doors, into the car garage adjacent to the hospital but we can't see that here, I just want to see Rick running through doors. Behind him, through the open door I want to see the stairs he came down, so this panel runs smooth with the last one. As Rick comes through the doors, he should have his belt undone (you knew he was wearing one didn't you?) and be in the process of pulling it off.

Panel four:

Small panel: Close up on Rick tying his belt around the door handles so that the zombies can't come out after him.

2 Rick: What the HELL was all that?

Panel five:

Wide panel: Zoom back to show Rick standing in the parking garage. There is exactly ONE car there... and it looks broken down and old as shit... like someone DUMPED it there. Rick should be looking over at it.

3 Rick: Well, well.

Panel six:

Small panel: Rick is at the car, trying the handle. The door is not opening because it's locked.

4 Rick: Damn.

Panel seven:

Small panel: Rick is walking towards us... away from the car. He's leaving the parking garage.

Page 9: six panels

Panel one:

Wide panel: Pull back so we can see ALL of the hospital and the parking garage... for the most part I'm picturing Harrison Memorial here... only with a parking garage. Show Rick walking toward the road the hospital is on.

Panel two:

Small panel: Rick is turning to walk down the road. We should still be able to see the hospital behind him.

Panel three:

Small panel: Rick is walking down the road. He's walking by a wrecked car that is wrapped around a telephone pole on the side of the road. There's a dead body hanging out of it that's all rotten and half eaten. I'm thinking zombies only eat WARM flesh... so if a body were dead for a while... it wouldn't eat it. Rick is looking over at the dead body hanging out of the car as he walks by. Show the hospital high on the hill in the background. He's walked quite a ways from the hospital by this point.

1 Rick: Jesus...

Panel four:

Small panel: Just another shot of Rick walking down the road. We're looking at everything from the behind him here. Over his shoulder we see down the road where a bicycle wheel is sticking up out of a ditch on the side of the road.

Panel five:

Small panel: Reverse the angle so that the bicycle wheel is in the foreground and we can see Rick walking towards it from the background. He's NOT running.

Panel six:

Small panel: Close up on Rick's face. He's closer to the bike and can now see the dead woman in the ditch. We're only seeing Rick's face here though... just a reaction shot.

2 Rick: GASP!

Page 10: seven panels

Panel one:

Large (ish) panel: We're looking down at Rick from overhead... or maybe we're not up that high... maybe we can just see his shoes in the panel like we're seeing out of his eyes... like the ass baby LCD thing you did. The main focus of this panel is the zombie woman. She's lying next to the bike, with one leg over the bike like she wrecked, hit her head and was knocked out... and then eaten by zombies or something. She's been DEVoured. I've never seen a zombie look like I want this to look. Here bones have been nearly picked clean so she's almost skeletal from the chest down, but there is dried meat clinging to her bones. There's not enough there for her to move any limb. She's got enough meat on one shoulder to move that joint... but the arm past that point is almost completely bone. She should have torn clothing in places but in most cases there's nothing to cover up, her pelvis should be a dried bloody mess, mostly bone. It'd probably be more disgusting if she had one dried up dead breast being covered by what's left of her shirt. I want people to have to vomit after seeing this... or cry... or something. This should be AWFUL looking. The sun has dried all her wounds into black masses of tissue. The blood has dried into a thick gel and she should have left some sort of nasty stain on the ground around her... there should be dried parts of her lying around her. She's also turning her head to look at Rick... she wants to eat him.

1 Zombie lady: Guk.

2 Zombie lady (2): Glakk.

Panel two:

Small panel: Close on Rick. He's got his hand over his mouth now, and has a tear coming down his cheek. This is the worst thing he's ever seen.

Panel three:

Small panel: Close on the zombie lady, she's clenching her teeth, biting at the air, trying to get to Rick somehow.

3 Zombie lady: Guh.

Panel four:

Small panel: (these panels should be smaller than normal and all form one row) Back on Rick, closer on his face, so we can't see the edges of his face anymore... just his face. He still has the hand over his mouth, and the tears coming from his eyes.

Panel five:

Small panel: Back on the zombie lady... but don't zoom on her. Just show that she's biting her teeth.

4 Zombie lady: Gug.

Panel six:

Small panel: closer on Rick... really just focusing on that crying eye... or something.

Panel seven:

Small panel: Back to the zombie lady... still biting the teeth and moving around. Please do NOT stat any of these panels. I want to SEE the zombie lady's limited head movement... maybe even have her eyes looking around...

5 Zombie lady: Gar.

Page 11: nine panels

Panel one:

Wide panel: Rick has grabbed the bike from the zombie lady, and is walking away from the ditch with it beside him. We should be able to see down the road behind him. Put him close to the center of this panel... give it scope. He's got his head down as he walks. He's been affected by seeing these horrors.

Panel two:

Small panel: Stay as zoomed back in this panel as you were in last panel, but cut off the sides of the panel and focus on Rick. He's collapsing to his knees; the bike is falling over next to him. If you're close enough... he's balling... tears streaming down his face.

Panel three:

Small panel: Rick is down on his knees; this panel should also stay at the same angle as the first panel. Rick is leaning forward with both of his hands up over his face... crying like a little girl.

Panel four:

Small panel: Rick still crying. He's sort of on his knees rocking back and forward as he cries.

Panel five:

Small panel: Rick is still crying but is standing up...

Panel six:

Small panel: Rick is bending over to pick up the bike.

Panel seven:

Small panel: Close up on Rick, wiping his eyes with his arm or shirtsleeve or hand or something as he pushes the bike along.

Panel eight:

Small panel: Zoom back; Rick is throwing one leg over the bike, starting to ride it.

Panel nine:

Small panel: Rick is riding the bike down the road, away from us.

Page 12: five panels

Panel one:

Wide panel: Some time has passed. We're in a neighborhood now... like on the street that Jason's mom lives on. Modest houses... but nothing ugly or derelict. We're sort of looking down the road but at an angle so that as we look down the road we can really only see the houses on one side of the road. Rick is riding the bike down the road toward us. He's a

ways down the road though... so make him small. The neighborhood should look deserted. No cars, newspapers and trash blowing all over the place. ALL the yards are un-mowed... the whole place should look like hell. A couple of houses should have burnt to the ground and should just be black sticks coming up out of the ground. There would have been a period of looting and craziness for a while. All the houses should have broken windows and stuff.

Panel two:

Wide panel: Rick is riding the bike up into the yard of one of the houses in the neighborhood. This is HIS house. We should be able to see up the driveway to a detached garage in the backyard. There is NO car in the driveway. Rick's house has broken windows like all the rest.

Panel three:

Small panel: Rick is leaving the bike in the yard, and is turning to walk into the house.

Panel four:

Small panel: Rick is stepping onto his porch looking down at all the broken glass from his windows as he does so.

1 Rick: Son of a bitch.

Panel five:

Small panel: Rick is opening his front door with his keys. Just a nice side shot of him unlocking his door... nothing special.

Page 13: nine panels

Panel one:

Small panel: We're inside the house, looking back at Rick as he walks in. The door is opening and Rick is coming through it. We should see more broken glass on tables that are under the windows of the room. Other than that this should look like a normal house. When Rick's family left... they didn't really take much with them.

Panel two:

Small panel: Side view of Rick walking through his house. Show some family portraits and other such photos on his walls behind him.

Panel three:

Small panel: We're inside a bedroom looking back at Rick who is opening the door to look in. He doesn't think anyone is here.

Panel four:

Small panel: We're looking at Rick from behind as he walks into his kitchen, which is in the back of the house. On the back wall, the furthest away in the kitchen we should see one of those sliding glass back doors. Rick should be walking towards this.

Panel five:

Small panel: Rick is walking out onto his back porch through the sliding glass door we saw in the last panel.

Panel six:

Small panel: Rick is standing on his porch, leaning over onto a hand rail or something, hanging his head in shame... or exhaustion... or something. He's looking down.

1 Rick Nothing.

Panel seven:

Small panel: Rick is walking out into his backyard. Show it from an angle where we can see that the backyard next door connects to Rick's and that there isn't a fence.

Panel eight:

Small panel: Close up on Rick as he walks through the backyard... into the neighbor's back yard. Show that he's walking past the detached garage or something. Y'know... I'm thinking Rick should look pretty haggardly by now. Sweaty, dirty, torn clothes, stubble... maybe some nasty blood stains on his shirt from when the zombie grabbed at him. He's about to be mistaken for a zombie... so make sure he looks pretty bad here.

Panel nine:

Small panel: From out of nowhere... I just want a shot of two hands holding a full sized shovel like a baseball bat. I don't know what the easiest way to do this is

but make it look like the person holding the shovel is about to swing. (These are also the hands of a 10 year old we're seeing, but I'd like that to not be TOO obvious.)

Page 14: four panels

Panel one:

Wide panel: Rick is getting banged in the back of the head with the shovel. We still shouldn't be able to see who it is.

1 SFX: CLANK!!

Panel two:

Tall panel: Rick is on the ground in the foreground. Standing behind him, holding the shovel is a 12 year-old little black boy. He's got some rips in his clothing but otherwise he looks clean and healthy... he's just looking down at Rick... sternly. We should see Rick's garage in the background to show they are.

2 Kid: DAD!

Panel three:

Tall panel: Same as last panel, only the kid is looking over to the side as his dad walks into frame. This guy should look like a young Morgan Freeman... I want him to have that warm friendly look to him. The Dad is a little shocked.

3 Morgan: Jesus SHIT!

4 Morgan (2): Son... what did you do?!

5 Kid: He was going to try and eat us dad.

Panel four:

Tall panel: Same as last panel pretty much, only Morgan has his hand on his son's shoulder.

6 Morgan: No, son... this man is alive.

7 Kid: Oh.

8 Morgan (2): Grab his feet... help me get him inside.

Page 15: seven panels

Panel one:

Small panel: Rick is waking up. We're on a semi close up of his face here. We can see that he's lying on a couch. He's opening his eyes here.

1 Rick: Huh?

Panel two:

Small panel: Morgan is walking by with a bowl in his hand, on his way to the dining room. He's turning to look over at Rick who we can see sitting up in the foreground.

2 Morgan: Oh, you're awake. We're just getting ready to have dinner.

3 Morgan (2): Would you care to join us?

4 Rick: Wait! What the hell is going on here?!

Panel three:

Wide panel: Like a panel out of Invincible... sheesh... what is it with dining room conversation and me? The boy is already sitting at the table. Morgan is putting the bowl on the table. Rick is nervously sitting down... he's still disoriented and doesn't know what's going on.

5 Morgan: Oh, sorry about my boy. He hit you over the head with a shovel.

6 Rick: What? What are you talking about?

7 Morgan: He thought you were one of those... THINGS.

Panel four:

Small panel: Rick is frantically talking. He's seated in the chair now.

8 Rick: Things? You mean those monsters that are at the hospital?! Who are you people? What the hell is going on?

Panel five:

Small panel: Morgan is sitting down.

9 Morgan: Whoa, whoa... calm down there buddy this was all just a misunderstanding. My boy didn't mean nothing.

Panel six:

Small panel: close on Rick looking over to Morgan.

10 Rick: How did it all happen? What the hell went wrong?

Panel seven:

Small panel: Close on Morgan... looking surprised.

11 Morgan: Damn son... you don't know about any of it?

Page 16: five panels

Panel one:

Wide panel: Rick and Morgan are sitting in front of a fireplace in the living room. It's after dinner; they've got a fire going. They're just sitting in front of the fire chatting. Morgan's son is playing on the floor next to them... or drawing... or something.

1 Rick: I was shot... I woke up in the hospital and was attacked. I came home... my wife and kid were gone... the whole damn town was deserted. I didn't know what the hell was going on.

2 Rick (2): You say nobody knows what caused it?

3 Morgan: All media shut down after a few weeks. I haven't heard much of anything after that. If they found a way to stop it... they haven't made it here yet. Those things are everywhere.

4 Morgan (2): A good blow to the head will take 'em out. That's why the boy whacked you with our shovel. Nothing much else seems to faze them. Anytime one wanders into the yard we take care of it. We try to keep quiet... they'd come after us if they knew we was here.

Panel two:

Small panel: Close up on Morgan talking.

3 Morgan: Before they stopped broadcasting they told us to relocate to the bigger cities. They said they could protect us all there. I figured I'd be better off taking my chances here.

Panel three:

Small panel: Close on Rick, talking.

4 Rick: My in-laws live in Atlanta... that's only a five-hour drive from here. That's probably where my wife went.

5 Rick (2): Thank God... if they're protecting the cities... man, I was so worried.

Panel four:

Small panel: Close on Morgan... talking again.

6 Morgan: Oh, yeah... I'm sure they're fine.

Panel five:

Wide panel: Rick is holding up his keys, smiling out of the corner of his mouth. Nothing big... this is a VERY small smile.

7 Rick: Well... I need a car if I'm going to get to Atlanta...

8 Rick (2): Want to go shopping?

Page 17: seven panels

Panel one:

Wide panel: Exterior shot of the Police Station. It is just a little one story building, nothing special... it is a small town after all. There should be a parking lot on one side where people would park and whatever... but on the other side should be a large closed off chain link fence area. This is where they keep a few squad cars and the one paddy wagon they have. It's closed off and locked up so no one could have gotten in there... or they just didn't... whatever. Show a little beat up hatchback parked in front of the building. This is Morgan's car... or they stole it on the way... or whatever... show it in their backyard on the earlier

page (you like how I did that?) to establish that it's their car. Like they park it in their backyard or something. We should be able to see Rick, Morgan, and Morgan's son standing at the front door of the station. Rick is unlocking the door but we can't see that here.

1 Morgan: So, you're a cop, huh?

2 Rick: Yep.

3 Morgan (2): I figured you for a hunter, after you said you got shot and all. You being a cop... you don't mind my boy and I taking residence in your neighbors place do you?

Panel two:

Small panel: Close up on the three at the door. I'm thinking side view. It's very important here that we SEE Rick using the keys from the last page on the door here... it'll help readers put the two together. Morgan and his son are just standing around... listening.

4 Rick: I'm not going to arrest you if that's what you mean. Most of the houses on my street had been looted. You seemed to be fixing the place up. The Thompson's will probably THANK you when they get back.

5 Rick (2): As long as you don't put up a fight over the place.

Panel three:

Small panel: Rick has the door open and is walking into the dark room. Morgan and his son are following him in as Morgan talks. Try and be mindful of the fact that Morgan and his son have been through a lot, and without even realizing it, Morgan probably keeps a hand on his shoulder at all times, to keep him close, and protected to a certain extent. Rick should have his hand out like he's reaching over to a light switch on the wall as he walks in.

6 Morgan: It's not like we're stealing the place... your neighborhood just seemed safer. We don't figure that we're hurting anybody by staying there... and in my book that makes it okay.

7 Rick: You don't have to justify anything to me. You're keeping your son safe. I'm worried sick about mine. I understand.

Panel four:

Small panel: The lights are on now. Close up on Morgan, smiling over at Rick. Make this panel smaller than the other two if you want, it'll leave more room for dialogue.

8 Morgan: You're a good man... y'know... I don't think I got your name.

Panel five:

Small panel: Rick is turning to shake Morgan's hand. We should see some desks in the background. Only a couple should have computers on them. This is a SMALL precinct... but make sure you show some doorways to other rooms and stuff if you can. The place should just look like someone closed up for the night and left. Everything should look normal.

9 Rick: Rick... Officer Rick Grimes at your service.

10 Rick (2): And you?

11 Morgan: Oh, Morgan Jones... and this here is little Duane.

Panel six:

Small panel: Rick is looking in one of the desks... let's just assume it's his. He's opening a drawer and we can see a small revolver (or some more appropriate pistol) in the drawer as he opens it. He's looking over, talking to Morgan who seems to be looking around in the background as they talk.

12 Rick: You're a good man, Morgan. I really appreciate you driving me over here. You've helped me out a lot.

13 Morgan: It's worth it just to get to talk to someone. If it ain't about cartoons or passing gas... my boy don't want to talk about it.

Page 18: six panels

Panel one:

Small panel: Close on Rick... letting out a small laugh.

1 Rick: Heh.

Panel two:

Small panel: Close on Rick again. He's stopped laughing and looks like he was just told his mom died... or something. He stopped cold... no more laugh.

Panel three:

Small panel: Close on Rick again... looking down in shame.

2 Rick: Damn.

3 Rick (2): After everything I've seen today... I feel guilty for laughing.

Panel four:

Wide panel: Morgan has walked up behind Rick and has his hand on his shoulder... trying to comfort him or something. We should be able to see the revolver in Rick's hand now... he's picked it up from the drawer. Make sure you show the desk with the open drawer beside him. Morgan's son is also still by his side.

4 Morgan: Hey, man... it's okay. You've seen some crazy shit out there... we all have. You can't let it get to you. You just gotta keep going, you can't stop to think about it... or you'll go crazy.

5 Rick: Yeah.

6 Morgan (3): What's up with THAT?

Panel five:

Small panel: We're looking at Rick, he's got the revolver open, looking at the thing where the bullets are, making sure it's loaded.

7 Rick: Oh, this?

8 Rick: I figured I might as well bring a few along... just in case. Speaking of which... follow me.

Panel six:

Small panel: Rick and Morgan and his son are standing next to another door in the police precinct. This door should look extra strong; it's a solid metal door with no window or anything. Rick should have his hand out looking at his keys, and maybe poking them with his finger... you know looking through them.

9 Rick: I just need to find the right key...

10 Rick (2): Here we are.

Page 19: seven panels

Panel one:

Wide panel: We're inside the gunroom. This is where they keep extra shot guns, and... other shit. In the foreground have a rack in the far left side of the panel where a row of shotguns standing vertically on their stocks are sitting. Make it a long narrow room. In the background on the right side of the panel show Rick and Morgan walking through the door into the room. Morgan should look impressed. Rick should be looking down at the doorknob, pulling his key out. There should be a cage on the wall behind the door they are coming through where evidence is kept... like this room doubles as an evidence room.

1 Morgan: Wow...

2 Rick: Grab a couple for yourself. If whacking those things over the head with a shovel does them in... I'm sure those things will work.

3 Rick (2): Should save you some effort.

Panel two:

Small panel: Close on Rick, pointing to the back of the room.

4 Rick: The shells are in the cabinet below the gun rack. Make sure you save some for me. I'll be right back.

Panel three:

Small panel: Morgan is grabbing a shotgun off the rack. His son has his hands on the cabinet like a kid peeking over a counter at a cookie jar. He's not smiling though... try not to make people smile at all in this issue unless I specifically say for them too.

5 Morgan's son: Can I--?

6 Morgan: o, damnit. Don't touch anything.

Panel four:

Small panel: Morgan and his son are talking as Morgan grabs another gun off the rack.

7 Morgan's son: ut I'm old enough.

8 Morgan: Yes, you are... and I'm gonna teach you how to use one of them tomorrow... but until then they're off limits.

Panel five:

Small panel: Rick is stepping back into the room, he's wearing his police uniform and jacket from the cover... hell, maybe even the hat.

9 Rick: Is there enough shells for both of us there?

Panel six:

Small panel: Morgan is turning to look at Rick. Rick is walking towards him in the background. His pistol is now in a holster on his hip.

10 Morgan: Well... that getup certainly suits you.

11 Rick: I keep a spare uniform in my locker.

12 Rick (2): I figured if I was going into a big city, and they've got a ton of people holed up there... I could get around easier being a cop so I might as well look the part.

Panel seven:

Small panel: Rick's holding a couple of shotguns in one arm, and has about three boxes of shells in the other. He's looking back at Morgan and his son as he turns to walk out of the room.

13 Rick: Grab what you're getting and follow me out back. I got another surprise for you.

Page 20: seven panels

Panel one:

Wide panel: We're outside in that fenced in area where the squad cars are. Rick is once again walking out the door with Morgan and his son following. We should see the cars in this shot so we know where we are. There should be a light above the area or something because it should be dark outside by now. So show some stars in the sky if you can. Rick and Morgan should both be holding duffel bags that say "Police" on the side or something. They should both have gun barrels poking out of the ends of the bags. We'll just assume they grabbed these on the way out.

1 Rick: You take that one on the left. It doesn't run as good as the one I'm taking but it'll run better than that hatchback you're driving.

2 Rick (2): If I'm going to make it all the way to Atlanta I'm going to need the newer one.

3 Morgan: Wait... what?

Panel two:

Small panel: Rick is putting his duffel bag on the trunk of one of the cars and reaching in his pocket for the keys to both cars.

4 Rick: You'll be safer in one of these things if you need to go anywhere.

Panel three:

Small panel: Close up on Rick handing a small set of keys to Morgan. Morgan is in shock.

5 Morgan: But... I--

6 Rick: Don't sweat man. I'm just doing my job. I can't think of a better way to "protect and serve" under the circumstances.

Panel four:

Small panel: Rick is opening the passenger side front door on his car; Morgan is still standing behind him holding the keys. His son is ALWAYS standing next to him... whether I mention it or not...

7 Rick: When things get back to normal... you'll have to give it back...so try not to bang it up or put too

many miles on it.

Panel five:

Small panel: close up on Morgan.

8 Morgan: Thank you, Rick. I can't tell you how much this will help us.

Panel six:

Small panel: Rick is putting his duffel bag in the passenger seat of the squad car he's taking. He's looking down into the car as he puts it in... he's not looking at Morgan.

9 Rick: Look, you're already helped--

10 SFX: Clink!

Panel seven:

Small panel: Same angle on Rick but he's swiftly turning his head back toward the back of the area they are in.

11 Rick: What was that?!

Page 21: four panels

Panel one:

Large panel: Have Rick on one side of the panel and Morgan and his son on the other, jumping back in terror as they notice the zombie rattling the fence trying to get in. They should be framing the panel with the zombie seen in the center. Lay the place out so that Rick can still be standing next to the car he's taking in this panel but also so that the fence isn't too far away from them. I want the zombie to be big and noticeable in this panel. The Zombie has its fingers wrapped around the links in the fence and is shaking back and forth trying to pull the fence back. It's pretty messed up looking... maybe with its jaw half hanging off or something.

1 Rick: Look out!

2 Zombie: Uhh!

3 Zombie (2): Uhh!

4 Zombie (3): Uhh!

Panel two:

Small panel: Rick is pulling his revolver out of its holster. He should have a look of panic on his face as he does so.

Panel three:

Small panel: Close up on the zombie... maybe pushing its head up against the fence and maybe cutting it's face or pushing a loose piece through the fence in the process.

5 Zombie: RUH!!

6 Zombie (2): Ruoauehh!!

Panel four:

Small panel: Rick has the gun out in front of him, about to pull the trigger. Morgan has his hand out grabbing the top of the gun, to try and force Rick to lower it.

7 Morgan: No.

Page 22: seven panels

Panel one:

Wide panel: Rick is lowing his gun, looking at Morgan with a confused look on his face. Morgan is standing there talking to him. We can see Rick's car behind them.

1 Morgan: Leave it be. It can't get to us in here... you may need that bullet later.

Panel two:

Small panel: Rick is putting the gun back in his holster. Looking at Morgan as he does so.

2 Rick: Yeah... you're right.

3 Rick (2): We better get these cars out of here before it makes it's way around the gate.

Panel three:

Small panel: Rick is in the foreground leaning out of the driver's side of his car looking back at Morgan, who is getting in his car in the background.

4 Morgan: I'll see you around?

5 Rick: Of course... we're neighbors. Keep an eye on my house for me.

6 Morgan (2): Will do.

Panel four:

Small panel: Rick is holding the gate open while Morgan drives his car out of the fenced area. It's dark... Morgan's headlights are on... whatever. Make these next four panels a grid... all the same size.

Panel five:

Small panel: Rick is driving his car out of the open gate.

Panel six:

Small panel: Rick is locking the gate while the car runs in front of him. If you can... show the Zombie staggering down the side of the fence to the front where Rick is.

Panel seven:

Small panel: Rick is driving off in the car as the Zombie walks out in front of the gate... it's looking at the car as it drives off.

Page 23: six panels

Panel one:

Wide panel: Just a shot of Rick driving through the town... show some fucked up shit... maybe ONE zombie walking down the street as he drives past. Remember... it's dark outside... we shouldn't see much... but there should be some working streetlights.

Panel two:

Wide panel: We're looking at Rick's car from behind as it stops on the road near the hospital where he saw the zombie woman in the ditch. We should notice this right away but feel free to stat a background if you can to make it look the same.

Panel three:

Wide panel: Same as last panel, only Rick is getting out of the car.

Panel four:

Small panel: Show Rick walking toward the ditch... I'm thinking this could all be silhouette.

Panel five:

Small panel: Close up on Rick's face, he's looking down, with a look of pity and despair on his face... seeing this dead woman makes him think about his wife... and it upsets him.

Panel six:

Wide panel: Just a shot of the dead woman lying in the ground. Have her cocking her head to the side or something as she sees him. I'm going to assume there's a streetlight nearby or something. Have Rick casting a shadow over her in the graytones.

Page 24: eight panels

Panel one:

Tall panel: The woman is in the foreground... we're sort of right behind her head on the ground looking up at Rick. He's got his revolver drawn and is shooting the woman in the head. There should be some nice lighting effect here with Rick being backlit by the streetlight and then front lit by the gun flash.

1 SFX: BLAM!

Panel two:

Small panel: Close up on Rick's face... looking cold, emotionless.

Panel three:

Small panel: close up on the zombie woman's head. She's got a small hole in her forehead and is not looking up at Rick now. I don't really think there'd be blood coming out of her head onto the ground... or would there be. I mean... zombies DO bleed but would that caliber of gun even go through the back of her skull? Who cares... do what you want.

Panel four:

Small panel: Back to Rick. He's now got a tear coming out of his eye and streaming down one cheek.

Panel five:

Small panel: Close up on Rick wiping the tear from his face.

Panel six:

Small panel: (NEW ROW below the tall panel) Rick walking back to his car. Silhouette again.

Panel seven:

Small panel: Rick getting in his car... whatever.

Panel eight:

Wide panel: Rick is driving off. This should basically look like panel two on the last page but have the car moving further down the road.

The Walking Dead #2

Page 1: five panels

Panel one:

Wide panel: We're on the interstate, I-75... somewhere in Tennessee. It should be nighttime still... to continue off the end of last issue. We're looking down the highway at Rick who should be driving at us... it's not really important to show that it's him - just show a car driving up toward us on the horizon. The road should be deserted... aside from some abandoned cars on the side of the road. We should see all six lanes here... we should be looking across the street in a way that we can also see down the road... weird angle... whatever.

Panel two:

Wide panel: We should see Rick's car from the side now, but still in the distance, it's sort of driving past us. Time has passed, the sun is coming up... it's about 6am or so. He should be in Georgia now... put a "now entering Georgia" sign in the foreground, with a dead body lying on the ground near it... all mangled up. Remember that cars are running out of gas all the time, and people are just leaving them.

Panel five:

Wide panel: Rick is at a gas station that's right off the interstate. We should be able to see the interstate behind him in the distance like we're up on a hill. Rick should be holding the nozzle in one hand, and kicking the pump in anger. There is no gas to be had. There should be some dead people on the ground somewhere in this panel.

Panel four:

Wide panel: More time has passed. Good luck figuring this shot out. Rick is looking out of his car, through the passenger side at a dead body that his hanging out of the window of the drivers side of a stranded car, like instead of abandoning the car, they sat there... and some zombies came and ate her. Rick should have a look of horror on his face at the sight of this.

Panel five:

Wide panel: We should see Rick's car in the distance slowing down in the middle of the road... he's out of gas. Show a nice overpass or something in front of him in the distance.

Page 2: splash page

Okay, Rick should be getting out of his car. We should see across the highway at all the lanes... he should be looking around like he's watching for Zombies as he gets out. It'd be nice to see all of him here... don't make this a shoulders up shot. More abandoned cars in the background... whatever. We should see some rolling hills and some woods in the far background. Make it look nice.

1 Rick: Damn it.

Page 3: seven panels

Panel one:

Small panel: Rick's getting his guns and bullets out of the trunk. If you could show that a box of bullets slid out of the duffle bag in his trunk and he's putting it back in the bag here that'd be great... I want people to know he has a LOT of ammo.

Panel two:

Small panel: Rick should be walking toward us, away from his police car, which we should see in the background. He should have the duffle bag thrown over his shoulder.

Panel three:

Small panel: Put the car in the foreground. Show Rick walking down the side of the highway in the background... he's pretty far away at this point.

Panel four:

Wide panel: Close up on Rick's face as he walks. He should be squinting because of the sun. In the far background to the side of him we should see a little farmhouse with a barn in the distance... there should be some fenced in areas and some trees. Rick is looking straight ahead though... not at the house. It's just visible back there.

Panel five:

Small panel: We're looking at the back of Rick's head as he turns and notices the farmhouse. We should see the house again in the distance.

1 Rick: Huh...

Panel six:

Small panel: Rick, with his duffle bag in tow is climbing over a split rail fence, onto the farmer's property. Show the interstate in the background far behind him.

Panel seven:

Small panel: Show Rick from behind, walking up a hill towards the farmhouse. The farmhouse should be close in front of him now.

Page 4: seven panels

Panel one:

Small panel: Rick is on the porch of the farmhouse, knocking on the door. We should see some shit on the porch that would naturally be there... it's one of those BIG country porches.

1 SFX: Knock knock.

Panel two:

Small panel: Rick should be leaning in close to the door to yell inside.

2 Rick: Anybody home!?!

Panel three:

Small panel: Rick is turning the door knob, the door isn't locked, so it should be opening a little.

3 Rick: I'm coming in!

Panel four:

Wide panel: We're in the house, in the foyer looking back at the front door as Rick comes through. Light should be pouring in around him from the open door way. All the shades are down over the windows so the interior of the house should be pretty dark.

4 Rick: I'm not here to hurt or rob you... I just want some gasoline...

Panel five:

Small panel: We're in a room looking back at Rick as he walks past the doorway to the room we're in. He's out in a hall or something. He should look nervous... he's expecting the owner of the house to jump out at him at any moment. Also... he smells something... funny. He should have a disgusted look on his face.

5 SFX: Sniff sniff.

Panel six:

Small panel: Same angle as last panel, only Rick is turning to look into the room he was walking past. He is startled by what he sees there.

6 Rick: Gah!!

Panel seven:

Wide panel: In the background, we should see Rick standing in the doorway to the room - holding his hand over his mouth, like he's going to vomit. In the foreground is the family that lived here, all dead from gunshot wounds to the head. There should be a son, a daughter and a mother and father. The father should have a pistol in his hand like he shot them and then shot himself. They should be lying on the ground in

a circle, like they were all sitting Indian style and allowed the father to do this. The son should be about 16 and the daughter should look about 12. They've been lying there undisturbed for about a month... so they should look pretty nasty... flies and all that.

7 Rick: Oh, Christ!!

Page 5: six panels

Panel one:

Small panel: Rick is running out the back door of the house, I'm assuming that door was closer and in plain view. They should have a big back porch too, but we're pulled back a little so we can see Rick from head to toe as he bolts out. The screen door should be slamming against the house as he comes out.

1 SFX: SLAM!!

Panel two:

Small panel: Rick is vomiting over the side of the porch. Don't show too much of this... we should be seeing him from behind.

2 Rick: Huwaagg!!

Panel three:

Small panel: Rick is standing up, wiping his mouth. As he does so, he's spotting something in the backyard. We don't see what it is here, though. This should just be a close up on him.

Panel four:

Small panel: We're looking at Rick from behind as he walks toward the barn. The door to the barn is latched shut, but there's no lock on it.

Panel five:

Small panel: Rick is lifting the crude wooden latch on the barn door.

Panel six:

Large panel: Rick is pulling open the door to the barn to reveal the horse from the cover standing in the barn just beyond them. In the barn we should see a large pile of straw that the family made as a bed for the horse, and about six large bags of grain that look like they've been split open with a shovel for the horse to eat. The family didn't want the zombies to get her so they locked the horse in the barn with food and stuff... to kindly starve the thing to death... eventually. Rick should look surprised (from behind) as he looks on at the horse.

3 Rick: Hello...

Page 6: six panels

Panel one:

Small panel: Rick is petting the horse, it should be tied to the wall of the barn by a long rope - they didn't want it to get loose or something. Really it's just to explain why it didn't bolt out of the barn on the last page.

1 Rick: Hey, girl. They leave you in here all alone?

Panel two:

Small panel: Rick is picking up a saddle off of a shelf in the back of the barn. He's looking back to talk to the horse as he does so. We should see the horse behind him.

2 Rick: I sure could use your help... if you're interested. I'm trying to get to Atlanta, to see my wife and son.

Panel three:

Small panel: He's throwing the saddle over the back of the horse. The horse is just standing there.

3 Rick: You ever been to Atlanta? It's not really that far away...

Panel four:

Small panel: Rick is untying the rope that was keeping the horse in the barn. He should be looking over at a hatchet that is stuck into a crude wooden table against the wall of the barn.

4 Rick: You mind if I take this? I think it might come in handy...

Panel five:

Small panel: Rick's got his foot in the stirrup, and the hatchet visible in his belt as he gets ready to climb onto the horse. We should see the bridle in his mouth... I'd assume it was always there... and that's what the rope was tied to. The reins should be sitting on the horse's back just waiting for Rick to grab them once he's on the horse.

5 Rick: You ready, girl?

Panel six:

Wide panel: Rick is on the horse, galloping out of the barn toward us. The duffle bag should be on his back still... he should look a little excited to be moving so fast on this horse. The horse is just glad to be out of the barn so it's running as fast as it can. We should see a bit of the farmhouse in the background... this is the last we see of the place.

6 Rick: LET'S GO!

Page 7: five panels

Panel one:

Wide panel: We're looking at the horse and Rick from the side as they gallop back down the hill on the way back to the interstate. Rick knows how to ride a horse, so he shouldn't look clumsy at all. Show the duffle bag bouncing on his back, but it should be tied up around the guns or something so that nothing falls out.

1 Rick: Slow down girl! I know you've been in that barn for a while, but you're going to wear yourself out.

Panel two:

Small panel: Rick, on the horse, is jumping the fence he climbed over to get to the house.

Panel three:

Small panel: Now at the edge of the interstate on the side of the road, Rick is pulling back on the reins to slow the horse down. By doing so he's causing the horse to come back on her hind legs.

2 Rick: WHOA!!

Panel four:

Small panel: Now the horse is slowly walking onto the interstate. Rick should look a little calmer as he looks down at the horse. He should be patting the side of her head with one hand as he talks.

3 Rick: That's better... I don't want you passing out before we get there.

Panel five:

Wide panel: We're back on the interstate... show some abandoned cars on the side of the road in the foreground and Rick on the horse riding off in the background. It should be trotting, not walking slowly... I don't know if it's possible to show that in a drawing... but do what you can. Again... I want to see all six lanes of the interstate, and at least two abandoned cars in this panel.

4 Rick: So... you got a name?

Page 8: eight panels

Panel one:

Wide panel: We're far back in the distance, watching as Rick rides the horse down the interstate. We should be a ways back.... don't show ANY cars in this one... I don't want it to look like there's one every ten feet. Though they should become more frequent as they get closer to Atlanta.

1 Rick: Y'know... that's a good idea. Talking about the happiest day of my life will surely get my mind off all the messed up shit I've seen recently...

Panel two:

Small panel: Close on Rick... looking down at the horse as they ride on.

2 Rick: I had just gone into work that morning. I was sitting at the station drinking my second cup of coffee for the day. Gilroy was telling me about the drunk they brought in the night before...

3 Rick (2): ...then the call came.

Panel three:

Small panel: Close on Rick... or pull back... whatever.

He's talking and riding a horse... go crazy.

4 Rick: It was my wife Lori, her water had broken not ten minutes after I left. I grabbed my coat and ran home to get her. Got Gilroy to call Doc Stevens so he could meet us at the hospital.

Panel four:

Small panel: Rick again.

5 Rick: I got her to the hospital without a hitch. One of the only times I got to use the sirens on my car... it was a small town we lived in.

6 Rick (2): I held her hand the whole time. There were some complications... and she had to get a cesarean. I was really worried... but everything went okay.

Panel five:

Small panel: Close on Rick... he's smiling.

7 Rick: The first time I laid eyes on little Carl...

Panel six:

Small panel: Close on Rick... now looking really upset.

8 Rick: I--

Panel seven:

Small panel: Close on Rick, looking down ... he's really upset.

9 Rick: ...

Panel eight:

Wide panel: Make this sort of match the top panel. Make this silhouettes if you're strapped for time. Just do something that ties the page together with the first and last panels.

10 Rick: Y'know... on second though...

11 Rick (2): ...thinking about the good times makes all this seem so much worse.

Page 9: six panels

Panel one:

Large panel: We're behind Rick on the horse; they are at the edge of the city. We should see the interstate branch off into about 30 different highways that all cross over each other. Beyond the maze of roads we should see small run down buildings on the outskirts of the city, in the distance we should see the large damn sky scrapers and the large part of the city. It would take him another 20 minutes to ride to the heart of the city... but there are plenty of buildings nearby to make things look city like for the next few pages.

1 Rick: Here we are...

Panel two:

Small panel: Here we should see Rick riding off an exit onto what would be a busy street in the town. Show a gas station behind him, some streetlights above him. We just want to establish that he's no longer on the highway.

Panel three:

Small panel: Rick from the side, riding down the middle of the street. The place is deserted. Trash is everywhere. We should clearly be able to see a narrow alley behind him as he rides by.

Panel four:

Small panel: Put this panel on a new row at the bottom of the page. We're zooming in on the alley we saw in the last panel. Right at the mouth of the alley is a zombie, sitting against the wall. It's just been lying there for some time and trash has blown up over him so newspaper should be rustling off him as he turns his head to watch Rick walk by.

2 Zombie: Ruh?

Panel five:

Small panel: Show another zombie in the foreground standing up, clumsily. Rick should be seen in the background riding further down the street. This shouldn't be the same zombie as in the last panel. All the zombies in the place are catching his scent, and starting to come after him.

Panel six:

Small panel: Now show the zombie from the alley and

a couple other zombies from elsewhere in this area stumbling toward us... after Rick. No more than four should be shown in this panel, and they should all be pretty far apart from each other.

Page 10: Splash page

Okay... here's the money shot. We should be looking down the street at Rick, who is pulling back the reins of his horse, so much so that it's almost turning the horse's head around. In front of him should be about four zombies in various positions like the ones we saw in the last panel on the last page... but there should be much more behind these four. Rick's presence is known by all... and they're coming to feast. There should be zombies coming in at all sides... but they're really spaced out. In the foreground, in silhouette we should see hands or something from the zombies on the last page coming at him from behind. I want the horizon line really low... so there's lots of sky, but MOST of that sky should be filled with skyscrapers. There should be buildings in the foreground on either side of him that are smaller but we should see larger buildings behind them in all directions. Don't forget trash, and flies, and all that good stuff either. This page should be PACKED. All in all... there should be like 30 zombies on the page, but only about 8 of them should be close enough to cause alarm.

1 Rick: Oh, shit.

Page 11: four panels

Panel one:
Wide panel: Rick is backing the horse up, away from the zombies in front of him. As he does so they are closing in on him from all directions. He hasn't yet noticed that he's surrounded.

1 Rick: C'mon girl... let's get the hell out of here!

Panel two:
Wide panel: Rick is turning to look behind him as he attempts to turn the horse around to run away from the zombies. He's seeing the zombies that are coming up behind him. The zombies in front of him are close enough to grab the horse now.

2 Rick: SHIT.

3 Rick (2): SHIT.

4 Rick (3): SHIT.

5 Rick (4): SHIT.

Panel three:
Wide panel: The horse is coming up on its back legs, it's terrified and spooked by all the zombies grabbing it. Rick should be falling off the back of the horse into the horde of zombies around him.

6 Rick: AAAAHH!!

Panel four:
Wide panel: Rick is hitting the ground, landing on his duffle bag. This should look pretty painful. We should see zombie feet all around where he's falling. For the moment though... they are focusing on the horse.

7 SFX: THUMP!!

8 Rick: Uff!!

Page 12: seven panels

Panel one:
Small panel: Rick should be on his back, nervously scooting backward away from the horse... we should see that he's surrounded by zombies in a feeding frenzy around this horse. Show the horse kicking at the zombies in the background or something.

Panel two:
Small panel: Continuing from what we saw in the background of the last panel, show the horse's hoof coming down on a zombie, crushing its head, while more zombies latch onto the horse and start biting.

Panel three:
Small panel: Rick is down on the ground in the foreground, still trying to scoot away unnoticed. In the middle ground we should see one of the zombies on the outskirts of the horde around the horse turning to

look at Rick. In the background we should see the horde of zombies surrounding the horse, and the horse popping up above them so we can see her head, she should have a trail of blood slinging out of her mouth. It should be clear that they're killing her.

Panel four:
Wide panel: Side view, Rick is still scooting on his back. The zombie that looked at him in last panel is now leaning down to grab him. Rick should be grabbing the hatchet off his belt.

1 Zombie: RUH!!

2 Rick: Shit.

Panel five:
Small panel: Rick is driving the hatchet deep into the top of the zombie's head, easily killing the brain. Some sort of sludge should be seeping out of the bottom of the wound, but it shouldn't be too much... just a little bit.

3 SFX: THOK!!

Panel six:
Small panel: The zombie with the hatchet in its head should be laying in the foreground. Beside it Rick should be getting up. It should look like the zombie fell over beside where Rick was lying. We should be able to see more zombies in the background coming at Rick.

4 Rick: Ugh...

5 Rick (2): Oh, god.

Panel seven:
Small panel: While holding the duffle back on his shoulder with one hand he should be crouching down and grabbing the ax out of the zombie's head.

Page 13: seven panels

Panel one:
Wide panel: Rick should be backing up in the foreground. Zombies surround him. He should have the hatchet held out to his side; there should be a drop of sludge dripping off the end of it from the zombie it was just in. About 15 feet in front of Rick we should see the horse, it's down, dead... and the zombies are tearing it apart. More are coming from down the street and out of the alleys there should be 50 or so zombies seen here. Most are after the horse, but about 10 of them are starting to walk toward Rick.

1 Rick: Son of a bitch.

Panel two:
Small panel: Just a close up on the zombies tearing the horse apart. They should be passing guts around, fighting over them... feasting. Blood should be everywhere. This is what Rick is seeing... try and make this panel as detailed as possible, I want readers to stop and really look at this one.

Panel three:
Small panel: Close on Rick, enraged. He's pissed off that they're eating his horse.

2 Rick: BASTARDS!!!

Panel four:
Wide panel: Rick has his gun drawn and is opening fire on the zombies that are coming after him. He's shooting one in the shoulder here; he's not a very good shot. Show that the gunfire is getting the attention of some of the zombies that are eating the horse, they are turning to look at Rick... but they aren't stopping eating. The 10 zombies after Rick should be getting pretty close.

3 Rick: WHAT THE HELL IS WRONG WITH YOU?!!

4 SFX: BLAM!!

Panel five:
Small panel: Close up on the zombie he shot in the shoulder. He's taking off a piece of its head now.

5 SFX: BLAM!!

Panel six:
Small panel: Close up on another zombie. He's taking out a piece of its jaw... not stopping this one.

6 SFX: BLAM!!

Panel seven:

Small panel: Close up on another zombie getting shot. Maybe Rick's getting lucky and taking this one out with the first shot.

7 SFX: BLAM!!

Page 14: five panels

Panel one:

Wide panel: Rick has taken out two zombies, and there is an opening in the crowd coming at him. He's running at us through the gap. As he does so... he's driving the hatchet into the neck of one of the zombies closest to him. This should be severing the spinal cord of this zombie.

1 SFX: THUNK!

Panel two:

Small panel: Rick is running at us, away from the zombies, down into an alley. Behind him we should see the zombie he hacked at with his hatchet falling over with a broken neck. Other zombies should also be coming at him here. He should look terrified in ALL these panels... he's no bad ass.

Panel three:

Small panel: A hand is grabbing his shirt as he runs down the alley. He should be turning to look at the hand, screaming.

2 Rick: GAH!!

Panel four:

Small panel: A young Asian fellow has pulled him back up against the wall of the alley. He's looking over at Rick who is still in shock. He should be wearing regular clothes, but they should be a little messed up. He DOES have a little jansport backpack on his back. He's carrying stuff in it, but we don't really know what it is yet. This is Glenn.

3 Glenn: I can get you out of here.

4 Glenn (2): Follow me.

Panel five:

Wide panel: Glenn is running ahead of Rick, but Glenn is turning to look back at Rick as he leads the way. They are running further down the alley. We should see lots of trash and shit all over the place. Further down in front of them we should see a fire escape up against a building. It's got one of those fall down stair things that you can't get to on the ground. There should be a dumpster right below it though.

5 Glenn: And stop using that gun!

6 Glenn (2): You'll have the whole city on us.

Page 15: five panels

Panel one:

Small panel: Glenn is climbing up onto the dumpster that was right beside the fire escape. He should be looking down at Rick as he does so. Rick is looking back down the alley where they just ran from. At the mouth of the alley all the zombies are coming down after them... they've eaten the horse now.

1 Glenn: Don't worry about them. We'll be long gone before they get down here.

2 Glenn (2): Stay there.

Panel two:

Small panel: Glenn is jumping from the dumpster to the bottom of the fire escape, grabbing hold of the ladder thing. He should be pulling it down with him as he falls.

Panel three:

Small panel: Glen is on the ground, holding the stairs to the fire escape, they'll spring back up if he lets go.

3 Glenn: Got in on the first try...

Panel four:

Wide panel: Rick should be in the foreground, looking behind him at the zombies that are off panel. Glenn should be in front of him, half way up the stairs to the fire escape. He's stopped and is turning around to look at Rick. He should have his hand out... like he's going

to help him up the stairs if Rick needs him too. Rick should still look pretty terrified.

4 Glenn: C'mon, man. I'm trying to save your life here! What're you waiting on?!

Panel five:

Wide panel: Complicated shot. We're looking down through the fire escape at Rick and Glenn who are climbing the stairs from the last level to the second lair. Below them, we should see a bunch of zombies looking up at them from below. The stairs that Glenn caught and climbed up have retracted up out of the zombies reach. There should be at least 12 or so of them visible below.

5 Rick: Sorry...

6 Rick (2): ...it's just... I'm never seen so many of them.

Page 16: eight panels

Panel one:

Wide panel: We're on the top of the building. We're looking back at Glenn as he climbs over the side. He should, again, be looking back at Rick who is below him off panel.

1 Glenn: You are a lucky man then...

2 Glenn (2): hat is nothing down there... had you gotten fifty more feet into the city before they attacked... you would not be here right now.

Panel two:

Small panel: Glenn has Rick's hand, helping him pull himself over the side of the building. There's usually a little ladder at the top of the fire escape, that's what they're using to get up to the roof.

3 Rick: What?

Panel three:

Small panel: Glenn is running away from Rick on the rooftop, towards the other side of the building. Rick is looking a little confused.

4 Glenn: C'mon... we must hurry.

Panel four:

Small panel: Rick is running after Glenn, with his hand out and a look of desperation on his face.

5 Rick: Wait.

Panel five:

Wide panel: We're below the building Rick and Glenn are on, in an alley between it and another building. The two buildings should literally be six feet apart... they're REALLY close together. We should see Glenn in the air above the alley jumping from one building to another. He shouldn't look ninja like or anything... his legs should be really far apart, he should have his arms out to balance him. He's done this before, so he should look confident, but not proficient.

Panel six:

Small panel: We're in the alley, looking up at Rick as he stands at the edge of the building looking down at us. He's got a very nervous look on his face.

6 Rick: No.

7 Rick (2): No way in hell!

Panel seven:

Small panel: We're looking at Glenn, standing on the other building looking back at Rick.

8 Glenn: You're going to have to.

9 Glenn (2): Listen... it's easy... I do it all the time. By the time we climb down this building those things will still be waiting for us at the bottom of THAT building. There's no way out of that one. All these buildings are filled with zombies.

10 Glenn (3): Trust me.

Panel eight:

Small panel: Rick is stepping back away from the ledge... getting ready to run at it.

11 Rick: Goddamn it.

Page 17: seven panels

Panel one:

Wide panel: Now we're looking at Rick jumping over to the other building. This panel should look just like the panel where Glenn did it. The only difference is that Rick is leaning forward more, like he leapt forward not thinking about his landing.

Panel two:

Small panel: Rick is landing on the side of the building. He's hitting his stomach on the ledge so that his legs are completely hanging off the side. Glenn should be running forward to help him.

1 Rick: OOF!!

2 SFX: FWUMP!!

Panel three:

Small panel: Glenn is grabbing Rick's back and pulling him over the ledge.

3 Glenn: Jesus, man!

4 Glenn (2): You should have thrown the duffle bag over first.

Panel four:

Small panel: Rick is sitting on the roof of the building, right next to the ledge... he's still frazzled from almost dying.

5 Rick: Now you tell me.

Panel five:

Small panel: Glenn is walking to the other side of the building. Rick is following him.

6 Glenn: We've to hurry before they spread out again.

7 Glenn (2): When we climb down this building, be ready to run. Don't worry, we don't have long to go.

Panel six:

Small panel: Glenn is climbing over the side of the building onto the ladder that leads to the fire escape. Rick is watching him... he should be looking at Rick as he talks.

8 Glenn: We're not out of the clear yet... but this building is closer to the woods at the edge of the city. We've got to run about a block before we get to them... and there's libel to be a few of those things on the way. As long as we keep moving, though... they shouldn't be able to surround us.

Panel seven:

Small panel: We're looking at the fire escape. Glenn is standing on the highest level looking up at Rick... who is climbing down the ladder from the roof of the building.

9 Glenn: Those things are slow as hell, so we should be able to maneuver around them. Don't use your gun... and don't let them touch you. One bite and it's all over for you.

10 Rick: Got it.

Page 18: seven panels

Panel one:

Small panel: We're down on the ground looking at Rick and Glenn running off the fire escape down the alley.

1 Glenn: Follow me.

Panel two:

Small panel: Rick and Glenn running down the alley.

Panel three:

Small panel: Glenn is squeezing through a broken fence at the end of the alley. Rick is standing next to the fence waiting his turn.

2 Glenn: Okay... through here is where they'd be.

3 Rick: Gotcha.

Panel four:

Wide panel: The busted fence opens out into a little open industrial area like in Punch Drunk Love... where the backs of the little warehouses have trees behind

them because they are backed up to wooded areas. Glenn should be running across a wide concrete area in front of the buildings where large tractor-trailers would drive. Rick should be squeezing through the fence on the far left side of the panel. His duffle bag should be on the ground in front of him like he slid it though first.

4 Glenn: It's not long now.

Panel five:

Small panel: Rick and Glenn entering an alley between two warehouses. In front of them at the end of the alley we should see trees and bushes... no fence.

Panel six:

Small panel: We're watching Rick and Glenn running by a zombie that's sitting up against the wall of one of the warehouses. It's just sort of looking.

5 Glenn: Heads up.

6 Rick: I didn't even see it.

Panel seven:

Small panel: We're in the woods, watching Rick and Glenn run toward us from the alley. We should see the end of the alley behind them as they run into the woods.

7 Glenn: You're going to have to keep your eyes open, man. Where've you been for the past month?

8 Rick: Coma.

Page 19: five panels

Panel one:

Wide panel: Rick and Glenn are running through the woods. Glenn is looking back at Rick, surprised... as they run.

1 Glenn: Seriously?

Panel two:

Small panel: Close up on Rick. They've run into a field at the end of the woods now. They're in a clearing.

2 Rick: Yeah... I woke up in the hospital yesterday.

3 Rick (2): I--

Panel three:

Small panel: Show more of the clearing here. Rick has stopped and has his hand on Glenn's shoulder, stopping him.

4 Rick: Can we stop here? Is it safe?

5 Glenn: For a minute.

Panel four:

Small panel: Close up on Rick looking really concerned.

6 Rick: What you said about the city earlier... how dangerous it is. Where are all the people that were here?

Panel five:

Wide panel: Close on Glenn, looking over at Rick, concerned... he can tell what's coming. He doesn't like to give bad news.

7 Glenn: That... that was them trying to eat us back there. You can't go into the cities anymore... everyone that was there is dead.

8 Glenn (2): The government tried to herd everyone into the cities so we'd be easier to protect. All that did was put all the food in one place. Every time one of those things kills one of us... we become one of them. It took a week for just about everyone in the city to be killed.

9 Glenn (3): After that... we don't know. Nobody can get in or out. Did you have family in there?

Page 20: six panels

Panel one:

Small panel: Rick should be dropping to his knees, in despair. He's all torn up... crying and all that.

1 Rick: My wife...

2 Rick (2): My son...

Panel two:

Small panel: Rick is on the ground, still crying. Glenn should have his hand on his shoulder, trying to comfort him.

3 Glenn: I'm sorry, man... I hate for you to have to hear it that way.

Panel three:

Wide panel: Close on Rick, wiping his face and looking up at Glenn.

4 Rick: We... we're from Kentucky... but when I was told people were ordered to larger cities I figured my wife would have taken my son to her parents place... here in Atlanta...

5 Rick (2): They may not have come... but I don't know where else they'd be.

Panel four:

Small panel: Close on Glenn, talking while he helps Rick back up.

6 Glenn: Don't give up hope, man... I've seen all kinds of people that have survived some crazy shit.

7 Glenn (2): We've got a guy at camp that actually made it out of Atlanta...

Panel five:

Small panel: Close on Rick... wiping his eyes again.

8 Rick: Did you say... camp?

Panel six:

Small panel: Close on Glenn, he's walking again...

9 Glenn: Yeah... that's where we're headed. There're more people there.

Page 21: six panels

Panel one:

Wide panel: Rick and Glenn are walking across the field... but we're back a ways, so they are on the far left of the panel. I want to use this panel to show that they still have some distance to cover.

1 Glenn: We're almost there... come on.

Panel two:

Small panel: Close on Glenn as they walk. We should see Rick behind him.

2 Glenn: We're mostly latecomers, people that tried to get into Atlanta to late... like you. We couldn't get in, so we set up camp here.

Panel three:

Small panel: Just show them walking along in another wooded area.

3 Rick: So you're just camping out here? Is that safe?

Panel four:

Small panel: Another shot of Glenn... they're coming out of the woods into a clearing.

4 Glenn: Yeah... we've got some cars for shelter... and we all take turns keeping watch at night. We figure if we stick close to the city they'll be able to find us when the government sorts all this mess out.

Panel five:

Wide panel: We're looking at them both from behind as they come over a little hill. In the distance we should see the camp. It's up against a little hill, with a Winnebago at the perimeter with a makeshift awning made out of a tarp or something. Then there's a van, and a couple cars... as well as some tents, and an area where the light fires. There should be all sorts of shit just spread out... chairs... blankets to sit on... all that shit. We shouldn't be able to make out any people yet... but the camp is only about 30 or 40 feet away from Rick and Glenn.

5 Glenn: Here we are.

Panel six:

Wide panel: Close on Rick, looking shocked as hell... all freaked out and shit.

6 Rick: Holy shit!

Page 22: three panels

Panel one:

Wide panel: Rick's wife Lori is running from the camp with her arms out. We should see more people in the camp behind her... wondering what the hell is going on. There should be about 20 people in the camp.

1 Lori: RICK!!

Panel two:

Wide panel: From another part of the camp we should see Carl, running at us just like his mom. Behind him we should see some kids playing where he was. Carl was the oldest (7). There should be a little girl (5) and some younger kids... I'd say about two more. The girl is going to become a main character... she's important.

2 Carl: DAD!!

Panel three:

Large panel: Rick and his family are embracing in the foreground. We should be able to see that Rick and his wife are both crying. Behind them we should see more detail of the camp. Rick's partner from the police force should be standing in the background. We should NOTICE him... but he doesn't have to be prominent. We should see a guy sitting on a tire eating out of a can of pork and beans or something... everyone was just hanging out. Talk to me about these pages when you go to draw them and we'll work out exactly what's in this camp.

3 Rick: Thank God. (small)

The Walking Dead #3

(The Camp)

Rick, (29) Lori, (27) Carl (7).

Shane (25)

Carol (24), Sophia (6).

Allen (32), Donna (36), Ben and Billy (4), twins.

Glenn (22)

Dale (68)

Jim (41)

Amy (24), Andrea (28).

Page 1: five panels

Panel one:

Wide panel: Rick, Lori, and Carl are embracing much like they were on the last page of issue two. We should see Shane again in this panel. He should be standing next to them, putting his hand on Rick's shoulder.

1 Rick: I-- I was so worried about you.

Panel two:

Small panel: Close on Shane, standing next to Rick with his hand on his shoulder.

2 Shane: It's good to see you, man.

Panel three:

Small panel: Rick is pulling away from Lori, looking at Shane, he should look glad to see him. Make sure you show Lori, still crying or something in this panel as Rick pulls away from her... it's very emotional.

3 Rick: Oh, my God! Shane!

Panel four:

Small panel: Close on Lori, wiping a tear off her face, but smiling, she's happy as she talks. Maybe pull back just enough to show that Carl is standing next to her leg and she's got her arm on his shoulder.

4 Lori: Shane helped us get here... we wouldn't have made it without him.

Panel five:

Wide panel: Pull back to show more of the camp. Show some of the people in the camp walking up. Lori and Carl are standing next to Rick as he does that "hand on one shoulder, shaking hands with the other" thing with Shane. Glenn should be standing somewhere close by also.

5 Rick: I guess I owe you more than I'll ever be able to repay.

6 Shane: Don't sweat it, buddy.

7 Shane (2): I had to make up for letting you get shot like that...

8 Rick: Man, that WASN'T your fault. Besides, I'm fine now.

9 Shane: Fair enough. Let me show you around...

Page 2: three panels

Panel one:

Small panel: Glenn has his backpack open pulling stuff out of it. He raided a gas station before he met up with Rick last issue. He should have some candy bars, a couple of rolls of toilet paper (open, from the bathroom there, not the shelves), some soap, and a small laundry detergent. Allen, a fat middle-aged man, beard,

cuddly... is standing in front of Glenn, he's come to see what Glenn brought.

1 Allen: What'd you get this time, Glenn?

2 Glenn: I got some candy bars for the kids, some soap, detergent... a couple rolls of toilet paper.

3 Allen (2): Fantastic!

Panel two:

Small panel: Rick and Shane are walking by Glenn and Allen. Show that Lori and Carl are following closely behind them; they're not going to let Rick get too far from them.

4 Shane: You've met Glenn, that's Allen hounding him for supplies. Allen's wife, Donna is around here somewhere. They've got twins, Billy and Ben. They're hellions.

Panel three:

Large panel: Show more of the camp here. It's basically two cars and a Winnebago arranged in a semi-circle, with three or so tents scattered near the cars. We should see an old man, like... Carroll O'Connor, very loveable looking, sitting on top of the Winnebago with a rifle. Rick is being led through it. It's dusk now, almost dark. A guy named Jim is sitting on a tire eating from a can of pork and beans, like we saw at the end of last issue. He's crazy, doesn't talk, he's the one that got out of Atlanta... but he saw his family die as he was escaping. One of the cars is a small hatchback. This is where Carol and Sophia live. Sophia is the girl that Carl was playing with last issue; Carol is an attractive woman... like Emily Watson. She's a bit neurotic, but she's good friends with Lori. She lost her husband too and they sort of bonded since their kids are close in age. The hatchback is open and Carol is sitting on the end. Sophia is standing next to her mom like she ran over there when Rick showed up and Carl ran after Rick. Throughout the camp, have about four shovels just stuck in the ground. These are weapons placed around the camp just incase a zombie is nearby... they've only got two guns in camp.

5 Shane: That's Dale up there keeping watch. That's his camper. Jim is over there eating.

6 Shane (2): That's Carol and her daughter Sophia sitting on the back of the car.

Page 3: six panels

Panel one:

Small panel: Show two attractive women coming out of the Winnebago now. They're in their mid twenties or so, sisters, but one is a bit older than the other. Shane should be standing in the foreground.

1 Shane: This is Amy and Andrea... they're sisters.

2 Shane (2): You guys seen Donna and the twins?

Panel two:

Small panel: Donna and her twin boys, about 4 years old are walking around from behind the Winnebago... they were doing... something.

3 Donna: We're right here, what-- oh... new arrival?

Panel three:

Small panel: Close on Shane.

4 Shane: This is Lori's husband.

Panel five:

Wide panel: Donna is grabbing Shane by the arm. She's smiling at Rick and Lori while she does so.

5 Donna: My word... that's the best news I've heard all month. Shane, darling... come with me... these two have got some catching up to do.

6 Shane: Yeah.

Panel six:

Wide panel: Same angle as last panel. We should see Donna leading Shane back to the camp. In the foreground, Rick and Lori are hugging again. Carl should be hugging their legs as they do so.

Page 4: seven panels

Panel one:

Wide panel: Zoom out to show the entire camp. Show Shane sitting on top of the Winnebago, it's his turn to stand watch. It's dark outside, later in the evening. There should be a campfire or two burning throughout the camp. One in particular is in front of Lori and Rick's tent, where Rick is sitting at the mouth looking at the fire. There should be a tent positioned right next to theirs... this is where Shane slept.

Panel two:

Small panel: Closer on Rick's tent. It's a nice 3-man tent. He's sitting out front un-bandaging his hand. Lori is coming out of the tent. She's ducking down beside him quietly as she comes out.

1 Rick: Is he asleep?

2 Lori: Yeah... finally.

Panel three:

Small panel: Close on Lori, sitting down next to Rick while he takes the last of the bandages off of his hand.

3 Lori: He can't sleep anymore unless he knows I'm right next to him. Never really had to slip away from him like that... I usually just lie there a look at him... He's--

4 Rick: You've been through a lot.

Panel four:

Small panel: Lori is now sitting next to Rick; they're cuddling in front of the fire.

5 Lori: Yeah... I'm sorry we left you, Rick.

6 Rick: Lori, please. I understand the circumstances. You thought Atlanta would be safer for Carl. I would've done the same thing.

7 Lori: They said people were going to stay at the hospital when they evacuated us. From what you told me... they must have abandoned the hospital less than a week after we left.

Panel five:

Small panel: Close on Rick.

8 Rick: You did what's right for little Carl. I'm just glad Shane was around to help you get here.

Panel six:

Small panel: Close on Lori, looking down at Rick's hand as she talks.

9 Lori: I don't even think I would've found the way down here without him. Let alone survived after we got here.

10 Lori (2): Your hand!

Panel seven:

Small panel: Pull back to show them beside the fire. Rick is rubbing his hand, like it's still sore from the IV. Lori should be reaching to touch it.

11 Rick: That's just from the IV. It's not a big deal.

12 Lori: Oh.

Page 5: six panels

Panel one:

Small panel: Rick is looking up (or back) to where Shane is sitting on top of the Winnebago. Don't worry about showing Shane... the dialogue should be enough to show what he's talking about.

1 Rick: Is he enough up there?

2 Lori: So far that's all we've needed. Luckily those things haven't come at us in any number. Most we've had at one time is three.

Panel two:

Small panel: Close on Lori... looking a little scared.

3 Lori: Thing is... none of us really sleep anymore. Soon as we hear one of his shots, we're up ready to help him defend this place.

4 Lori (2): We've only got two guns, Shane's pistol and Dale's rifle... but we've got shovels around the camp that we can hit them with... it's worked so far.

Panel three:

Small panel: Pull back to show them beside the fire still. Lori is looking at Rick, scared about what she's talking about.

5 Lori: They don't come very often...

Panel four:

Wide panel: don't pull back, if anything zoom in a little more, but use the wide panel to show more of the camp, or the darkness around the camp. Rick is just looking down at the fire... so is Lori.

Panel five:

Wide panel: Stat of last panel, but have Lori looking over at Rick.

6 Lori: Rick. You're shaking.

Panel six:

Wide panel: close on Rick, looking down at the fire in front of him... get pretty close on his face... I want to see FEAR.

7 Rick: The past two days... I've been so worried about finding you and Carl, and getting here in one piece...

8 Rick (2): ...I haven't had time to be scared.

Page 6: five panels

Panel one:

Wide panel: It's the next morning. Rick, Lori and Carl are bundled up in their tent. All of them are asleep.

Panel two:

Wide panel: Same as last panel, only Rick is stirring.

Panel three:

Wide panel: Same as last panel, only Rick is awake, trying to sit up without waking Lori and Carl.

Panel four:

Wide panel: Same as last panel, only Rick is propping himself up on his elbow, looking down at Lori and Carl, smiling.

Panel five:

Wide panel: Same as last panel, Rick should be rubbing Lori's face, gently... smiling. She should be moving her arm like it's waking her up. She did mention that she sleeps lightly now.

Page 7: six panels

Panel one:

Wide panel: Rick should be coming out of the tent now. While Rick comes out we should see Lori still in the tent, sitting up, rubbing her eyes. Rick should look like he's still a little tired as he comes out.

Panel two:

Small panel: Rick is in the background stretching. In the foreground we should see Shane walking up. He's holding a towel... or something... he just took a shower in the camper.

1 Shane: Morning, partner.

Panel three:

Small panel: close on Rick.

2 Rick: Hey, man... I thought you'd still be asleep. You kept watch most of the night didn't you?

Panel four:

Small panel: Close on Shane. He should be pointing behind himself at the Winnebago.

3 Shane: Glenn took over about half way through. I don't sleep much anyway.

4 Shane (2): You want to take a shower? The one in Dale's camper still works. It's pond water... but it's better than nothing.

Panel five:

Small panel: Back on Rick, smiling.

5 Rick: Man, I'd love a shower... I had already kissed that luxury behind.

Panel six:

Small panel: Back on Shane, smiling back.

6 Shane: Don't linger to long... you and I are going hunting today.

Page 8: six panels

Panel one:

Wide panel: We're inside the Winnebago. Rick is stepping out of the bathroom, which is just a rectangle spot of the wall popping out. Make sure you get reference. Dale is standing in the foreground with his back to us. Rick has wet hair and is holding his police uniform, he's wearing his clothes from the Hospital again.

Panel two:

Small panel: Close on Rick, lifting his head to see Dale... he should look surprised.

1 Rick: Oh, hey!

Panel three:

Small panel: Rick and Dale standing in the Winnebago.

2 Rick: I didn't see you there, man... you scared me to death.

3 Dale: So you're Lori's husband, huh?

4 Rick: Yeah.

Panel four:

Small panel: Close on Dale. Just talking, matter-of-factly.

5 Dale: I don't want to stir nothing up... and you gotta understand this has nothing to do with your wife. She did nothing but talk about you while you were gone... she worried about you. She felt bad about leaving you.

6 Dale (2): But that, Shane... he's a good man... he took care of her... but he's not glad you're back. He's had his eye on Lori for as long as I've known them.

Panel five:

Small panel: Close on Rick, with his hand on Dale's shoulder. He's smiling at Dale.

7 Rick: I appreciate the advice, but Dale's my friend. If I was to die... I'd want Lori to be happy.

Panel six:

Small panel: Rick is in the foreground opening the door to leave the Winnebago. He's looking back at Dale, who is standing behind him watching him leave in the background.

8 Dale: I wouldn't trust him around my wife...

9 Rick: I'll keep that in mind.

Page 9: seven panels

Panel one:

Small panel: Rick is walking towards us, we see the Winnebago behind him. He's just looking ahead of himself. Show Allen on the Winnebago with the rifle

keeping watch.

Panel two:

Small panel: We're seeing what he's seeing. Lori is standing in front of their tent, holding a laundry basket... or a box with clothes hanging out of it... or something. She's getting ready to wash clothes. Shane is standing in front of her touching her arm as they talk.

Panel three:

Small panel: Close up on Rick, just smirking or rolling his eyes as if to say "nah." He's writing Dale's warning off.

Panel four:

Wide panel: Rick is in the foreground walking away from us, toward Lori and Shane. Shane is holding the two rifles that Rick stole from the police department. Lori and Shane should be looking in the foreground at Rick as he walks up. Rick should be holding his dirty police uniform in his hands.

1 Shane: You ready? We should get going if we're going to find anything.

2 Rick: I'm ready when you are.

Panel five:

Small panel: We're looking at Lori and Rick from the side as Rick puts his clothes on top of the box Lori's holding. Rick is smiling at her.

3 Lori: I'll take those, hon'.

4 Rick: Scrub that collar really good... it's a bit funky.

Panel six:

Small panel: Lori is smiling at Rick. Shane is handing Rick one of the guns. But Rick is looking at Lori, not Shane.

5 Lori: Uh-huh... don't you have some animals to try and shoot?

6 Rick: That's the plan... love you.

Panel seven:

Small panel: Rick and Shane are walking away in the background. Lori is watching them leave, balancing the clothes on her hip so she can wave. Rick and Shane aren't very far away... so it shouldn't be weird that she's replying here.

7 Lori: I love you, too.

8 Lori (2): Be careful.

Page 10: seven panels

Panel one:

Small panel: Lori is watching Rick and Shane walking off in the background. In the foreground we should see Carl's hand popping into frame. We should see some part of the camp around them as she watches them walking off.

Panel two:

Small panel: Lori is still watching them walk off, but Carl is running past her holding a pail and shovel... beach toys. He should look excited from the way he's running. Oh, hell... have her looking down at Carl as he runs by.

1 Lori: Carl!

Panel three:

Small panel: Carl has stopped cold and is looking back at her. He should look like he froze in place like a kid would.

2 Lori: Where are you going?

3 Carl: Over by Sophia's car... we're going to play in the dirt!

Panel four:

Small panel: Lori has put the box of clothes down and is crouching down to talk to Carl.

4 Lori: Alright, I'm going to go wash our clothes with Donna and Carol. You make sure you and Sophia keep an eye on Allen. If he tells you to get in the RV you do it.

Panel five:

Wide panel: Lori is looking back away from Carl and at Donna and Carol, who are walking up behind them. Donna should have a quilt with clothes in it thrown over her shoulder. Carol should be holding a scrub brush and the box of detergent Glenn brought back yesterday. Behind them we should see Amy and Andrea walking with Ben and Billy (the twins).

5 Donna: Don't worry. Amy and Andrea are going to watch the kids.

6 Carol: Anything to get out of laundry duty.

7 Amy: You're damn right.

Panel six:

Small panel: Donna looking back at Amy with a scolding look on her face. Andrea is laughing as Amy snips back at Donna.

8 Donna: Not in front of the kids.

9 Amy: Oh, bite me.

Panel seven:

Small panel: Carol has her arm on Donna's shoulder, moving her along. Lori is walking with them. Amy and Andrea are waving as they walk away. Lori should be waving back at them.

10 Andrea: tay safe.

11 Lori: Always.

Page 11: six panels

Panel one:

Wide panel: The three girls are walking toward us, carrying their laundry. We should see the camp in the distance, behind them... but they're not too far away from it. Donna should be rolling their eyes as they talk.

1 Carol: I can't wait to see how these things smell with the new detergent Glenn got from the city.

2 Lori: That stuff Dale had in the RV just wasn't working. It made the clothes smell better... but not by much.

Panel two:

Small panel: Close on Donna, looking at Carol and Lori with disgust.

3 Donna: Jesus Christ, will you two listen to yourselves?! You're excited about trying out a new detergent?

4 Donna (2): This is such bullshit.

Panel three:

Small panel: Lori looking over at Donna, looking a bit agitated.

5 Lori: Damn, Donna. We're not throwing a party. I'm just looking forward to the possibility of clean smelling clothes.

6 Lori (2): That'd be a welcome change at this point.

Panel four:

Small panel: Donna looking over at Lori and Carol.

7 Donna: I just don't understand why we're the ones doing laundry while they go off and hunt. When things get back to normal I wonder if we'll still be allowed to vote.

Panel five:

Small panel: Lori, rolling her eyes, Carol smiling at Lori giving Donna a good talking too.

8 Lori: Are you serious? I don't know about you but I can't shoot a gun... I've never even tried. To be honest... I wouldn't trust any of those guys to wash my clothes. Rick couldn't do it with a washing machine... he'd be lost out here.

Panel six:

Wide panel: We're looking at the women from behind as they're walking away from us toward a small creek seen in the background. There should be some large rocks near the bank... well... the whole creek shouldn't be

more than 5 or so feet wide... maybe a little bigger. They'll be scrubbing the clothes on the rocks.

9 Lori: This isn't about women's rights...

10 Lori (2): It's about being realistic and doing what needs to be done.

11 Donna: Whatever.

Page 12: five panels

Panel one:

Wide panel: Carl and Sophia are playing in the dirt in the foreground by Carol and Sophia's car. They're making mud castles with the bucket or something. Carl is shoveling mud into the bucket and Sophia is patting the sides of one of the forms to solidify it. In the background we should be able to see Amy and Andrea leaning up against the car watching Ben and Billy playing with cars or something. They're far enough back to where they can't hear what Carl and Sophia are talking about. Carl and Sophia do NOT look at each other when they talk... they are focused on the castle building... they're kids.

1 Sophia: You think my daddy will come back too?

Panel two:

Small panel: Carl shoveling more dirt. Looking down at the bucket.

2 Carl: Ain't your Daddy dead?

Panel three:

Small panel: Close on Sophia... still patting on the mud.

3 Sophia: Yeah, but so was your daddy and he came back.

Panel four:

Small panel: Carl looking over at Sophia... for the first time.

4 Carl: My daddy was just sick. We had to leave him in the hospital back home so he could get better.

5 Carl (2): He wasn't dead.

Panel five:

Wide panel: Much like panel one, Amy and Andrea are talking to each other in the background. But change Carl and Sophia. She's just sitting looking at the mound she was patting. Carl is still shoveling into his bucket... not really paying attention to Sophia. Sophia should look pretty sad, but not crying.

6 Sophia: I miss my daddy.

Page 13: six panels

Panel one:

Wide panel: Rick and Shane walking in the woods with their rifles aimed down at the ground... hunting.

1 Shane: I thought I'd take Lori and Carl down here to her parents and come back. I thought this thing would be over in a week. I didn't want to explain stolen guns to the captain when I got back.

2 Rick: Well... if you had seen the place you wouldn't be so worried about the rules. I don't think it'll ever be the same again.

3 Shane (2): Don't say that, man... this won't last.

Panel two:

Small panel: Rick looking over at Shane... they are still walking, hunting. Shane is looking into the woods, away from Rick as he talks.

4 Rick: I don't know, man... it looked bad.

5 Shane: Well... I'm glad you brought these guns.

Panel three:

Small panel: Rick and Shane are looking away from each other... looking for animals as they continue to walk.

6 Shane: We just had Dales rifle and my side arm. Someone had to keep watch with the rifle at all times...

and it's hard as hell to hunt with a pistol.

7 Shane: Just about all we've had to eat was canned goods Glenn brought back from the city.

Panel four:

Small panel: Close on Rick looking over at Shane.

8 Rick: Man... what's up with that guy? Risking his life every day to get toilet paper and candy bars? I mean... it's a great help, and he saved my life, but damn...

Panel five:

Small panel: Rick and Shane walking again.

9 Shane: I don't know... he seems to know how to get in and get out before they gang up on him. It's--

10 SFX: Rustle. Rustle.

Panel six:

Small panel: Close on Shane, he's heard something. He's bringing his hand up to his mouth to make the "shhh" gesture.

11 Shane: Shhhhh.

Page 14: five panels

Panel one:

Large panel: close up (but show the full body) on a Zombie, sitting on the ground up against a tree with a deer in its lap... eating it's neck. The deer should look newly killed... less than a day... it's still bleeding. The zombie is just hanging out. It's not looking up at us... just tearing out a piece of the deer's neck with its teeth. Get pretty close in; don't worry about showing Rick or Shane in this panel... just focus on the zombie.

1 Zombie: Chomp... slurp... something.

Panel two:

Wide panel: Rick and Shane taken by surprise.

Panel three:

Small panel: Rick looking over at Shane.

2 Rick: It doesn't even know we're here...

Panel four:

Small panel: Shane talking, while looking at the zombie and the deer... not looking at Rick.

3 Shane: Do you think we could get the deer away from it?

Panel five:

Small panel: Somehow show how Rick and Shane are standing really close to the zombie and the deer. I'm thinking it'd look cool if it was a bleed panel and everything was silhouette. Just have the tree almost completely behind panel four, the zombie next to the panel and Rick and Shane standing in the edge of the live area. Low horizon line, no background at all.

4 Shane: Do you think it'd be safe to eat?

Page 15: six panels

Panel one:

Wide panel: We're watching the girls wash clothes. Lori and Donna are scrubbing clothes on the rocks while Carol keeps watch. She should be standing up on the bank looking in one direction.

1 Lori: You don't have to CONSTANTLY keep watch. They're not that fast. A glance in all directions every five minutes will do it.

2 Carol: I'm just being thorough.

Panel two:

Small panel: Close on Donna, scrubbing clothes, looking over at Lori.

3 Donna: So, entertain us Lori... how'd you meet Rick?

Panel three:

Small panel: Pull back to show Donna and Lori. Lori is rinsing a shirt in the water while Donna continues to scrub.

4 Lori: I think this job is mundane enough without me

putting you both to sleep.

5 Donna: C'mon... I could use a good nap.

Panel four:

Small panel: Close on Lori. Wringing out the rinsed shirt.

6 Lori: Alright... but I warned you. Rick's brother, Jeff, is my age. I'm two years younger than him. I met his brother senior year of high school.

Panel five:

Small panel: Lori is putting the wet shirt in the box she brought. Donna is rinsing the shirt she was scrubbing. Lori is taking a break from the watch to get closer to hear the story.

7 Donna: It started with the brother? I'm all ears.

8 Lori: It's nothing like that... we were friends.

Panel six:

Small panel: Close on Lori talking.

9 Lori: Jeff invited me to a New Years party. Apparently Rick had been made chaperone by their parents who were attending a party elsewhere. I met Rick there. He was going to college for Police administration... everything about him was interesting.

Page 16: five panels

Panel one:

Wide panel: Lori is in the foreground, in the creek, talking. In the FAR background at the opposite side of the panel we should see the camp in the distance... it's a ways away... maybe 500 feet... but not too far. There should be a tree line, or an area of really tall grass in-between the camp and Lori. I want to see a zombie walking in that area.

1 Lori: You know what it's like that time of year when you're alone. I hung on every word... everything about him was perfect, and at midnight... I had someone to kiss.

2 Lori (2): We really hit it off.

Panel two:

Small panel: Close on Lori, rinsing her last shirt.

3 Lori: We kept in touch while he finished college and I attempted to last more than a year...

4 Lori (2): ...I didn't.

Panel three:

Small panel: Pull back to show Lori and Donna packing up the wet clothes.

5 Lori: After college was out of the way, I moved back home and that's when Rick and I got really serious. The rest is pretty self-explanatory.

6 Lori (2): See? Pretty dull.

Panel four:

Small panel: Donna is stepping out of the creek, with the quilt with the clothes over her shoulder. Lori is on the bank picking up her box. Carol has the detergent.

7 Carol: I gotta say, you two look good together.

8 Lori: Are you kidding? Rick and I are the most compatible people on Earth. We are perfect for each other...

9 Lori (2): ... I'm so glad I didn't lose him.

Panel five:

Wide panel: The three of them are walking back toward the camp. We should see the camp in front of them in the distance as they walk away from us. I don't know how to show the zombie in the woods next to them without them seeing it yet... maybe it shouldn't be shown yet at all... your call.

10 Donna: C'mon... let's get back to camp.

Page 17: eight panels

Panel one:

Wide panel: We're looking over the zombies shoulder in the foreground. It was walking toward the creek toward the women so that's what it's facing, but it's turning to look at them as they walk past it. We should be able to see the women walking past the woods.

1 Zombie: Uh.

Panel two:

Small panel: The zombie is stepping out of the woods into the clearing behind the women.

Panel three:

Small panel: The women are walking toward us, unaware of the zombie walking behind them.

Panel four:

Small panel: close on Allen on top of the RV with his gun. He's yelling at them.

2 Allen: Look out!!

Panel five:

Wide panel: The girls are dodging out of the way or running except for Donna who is frozen scared in front of the zombie. She can't move.

3 All: Screams.

Panel six:

Small panel: Close on Allen with the rifle up, aimed at the zombie.

4 Allen: MOVE DONNA!!

Panel seven:

Small panel: Donna about to be eaten by advancing zombie... screaming her head off. The zombie is about to grab her.

5 Donna: EEEEE!!

Panel eight:

Small panel: Back to Allen.

6 Allen: DAMMIT MOVE!!!

Page 18: four panels

Panel one:

Wide panel: Out of nowhere, Dale is chopping the zombie's head off with an axe. He was in the woods chopping wood... or gather firewood or something... he's in shape for his age... or something. Donna should be ducking and stuff, or finally moving out of the way.

1 SFX: WHACK!!!

Panel two:

Small panel: Dale is huffing and puffing, catching his breath, over the zombie's corpse. He just ran through the woods. Donna should have her hands over her mouth still scared to death.

2 Dale: Huff, huff, huff.

Panel three:

Small panel: Donna is on the ground, looking at Dale.

3 Donna: Y--You saved my life.

4 Dale: Don't... huff... mention it.

Panel four:

Wide panel: Carl and Sophia are running toward Lori and Carol. Amy and Andrea are running after them.

5 Carl: Mom!!

Page 19: five panels

Panel one:

Wide panel: Dale is standing in the foreground. Allen is hugging Donna; Jim has walked up out of nowhere to see what was going on... everyone else is just standing around.

1 Dale: I was chopping firewood when I heard the screams and I--

Panel two:
Small panel: Close on the zombie head... it's moving... show its eyes looking to the side and mouth open.

2 Zombie: Guk!

Panel three:
Small panel: Donna and Allen looking down in horror at the live severed zombie head.

Panel four:
Small panel: Back to the zombie head... more twitching.

3 Zombie: Gak!

Panel five:
Wide panel: Zombie head in the foreground next to the body. In the background Donna is pointing at it and screaming again. Show EVERYONE in this panel. They're all freaked out by the living zombie head. It's very important that Allen still have his gun. Show Jim in here too... he hasn't done shit all issue. Hell, show EVERYONE in this panel... they're all there but Glenn, Rick, and Shane.

4 Donna: It's still alive!

Page 20: eight panels

Panel one:
Wide panel: We're back in the woods with Rick and Shane; they're still looking at the zombie eating the deer. They're just standing there... studying it while it tears the deer apart... it's making a real mess... and they're just fascinated.

1 Rick: I don't even want to think about the diseases these things must carry. I'm not eating any of that deer... and neither is my family.

2 Shane: Yeah... I think you're right.

Panel two:
Small panel: Shane looking over at Rick.
3 Shane: You ever seen one up close like this?

4 Rick: Couple times... but not for this long without it attacking me.

Panel three:
Small panel: Close up on the Zombie eating the deer. It's looking up at Rick and Shane now (or rather, the reader). It's starting to turn it's attention toward them.

5 Zombie: Grrr.

Panel four:
Small panel: Rick and Shane stepping back.

6 Rick: That's no good!

Panel five:
Small panel: The Zombie getting up, the deer should be flopping off the zombie's lap as it leans forward to stand up.

7 Zombie: Rrrgh.

Panel six:
Small panel: Before it's fully upright, Rick slams his hatchet into its head... we should see this from behind the zombie. It's killed instantly.

Panel seven:
Small panel: Rick is wiping off his hatchet... with something. Looking down at the dead zombie while Shane stands next to him.

8 Rick: I wasn't going to wait for him to come after us.

Panel eight:
Small panel: We should see both Shane and Rick here turning quickly to look behind them.

9 SFX: BLAM!

10 Shane: The camp!!

Page 21: five panels

Panel one:
Wide panel: We're looking at the crew from the camp in

the foreground. They're all standing around, comforting each other. Whatever. Allen should be holding his rifle down in front of him, looking down at the dead zombie. He just killed the head. In the background we should see Shane and Rick running toward them like they just ran through the camp (everyone should still be on the outskirts of the camp).

Panel two:
Small panel: Rick is running, yelling.

1 Rick: Lori!

Panel three:
Small panel: Rick is grabbing Lori, hugging her... again.

2 Rick: What happened?!

Panel four:
Small panel: Close on Lori, talking to Rick as she hugs him.

3 Lori: It came out of the woods, tried to kill us... it almost got Donna. Dale cut its head off... but it was still alive.

4 Lori (2): Oh, god, Rick... it was awful.

Panel five:
Wide panel: Rick and Lori are in the background embracing. Carol is standing looking at them, smiling. Carl is poking Sophia in the shoulder... antagonizing her. Donna is holding Ben and Billy. Jim is standing looking at the zombie. Dale is looking over at Allen (who is standing by his wife). Amy and Andrea are standing around too. Shane is seen in the background, further back... alone.

5 Dale: Let's get this thing into the woods and out of the way.

6 Allen: Yeah.

Page 22: Three panels

Panel one:
Large(ish) panel: Rick and Lori are still in the foreground hugging, but they're the focus now. Everyone else is sort of walking off. Allen and Dale have the zombie by the feet, dragging it off panel (they'll come back for the head). Jim and Amy, and Andrea are walking off. Carl and Sophia are near Rick and Lori, so Carol is standing nearby too... but Donna is walking back to camp with her kids. Shane is standing in the background and nobody's really looking at him. He's staring at Rick and Lori.

1 Rick: Everything's okay now, hon'.

Panel two:
Wide panel: Zoom in on Shane. Rick and Lori should be partially seen in the foreground to make it abundantly clear that Shane is staring at them.

Panel three:
Wide panel: Zoom in more so we can only see Shane from the shoulders up. Show people behind him walking back to camp (they're about 50 feet from it all this time). Shane should have a blank, emotionless/angry look on his face. He IS upset that Rick is alive but his expression is very subtle. Ask me to show it to you and I'll do it for you to see... I can't describe it.

The Walking Dead #4

(The Camp)
Rick, (29) Lori, (27) Carl (7).
Shane (25)
Carol (24), Sophia (6).
Allen (32), Donna (36), Ben and Billy (4), twins.
Glenn (22)
Dale (68)
Jim (41)
Amy (24), Andrea (28).

Page 1: Splash page

We're looking at the camp at night. We should see the

fire burning at the mouth of Rick and Shane's tent, and maybe a couple others burning elsewhere in the camp... maybe smaller ones. We should see Shane sitting on the camper with the rifle but since it's nighttime we probably can't really make out who he is. In the foreground, obscuring the camp from our view we should see the clothes the women washed last issue hanging on lines, drying. Don't cover up the camp too much with them... maybe show just one line in the foreground and maybe another off to the side. Everyone is asleep except for Shane, so no one else is out and about. Rick is climbing up to the top of the camper to talk to Shane but it's dark outside... so we shouldn't be able to see him.

1 Rick: Psst.

Page 2: six panels

Panel one:

Wide panel: We're looking at Shane in the foreground as he turns, a bit startled, to see Rick climbing up over the side of the camper in the background. There should be a ladder so people can climb up to the top on the back of the thing... so that's where Rick is coming up. Shane should be in "quiet mode" so he's not screaming or anything because he doesn't want to wake anyone up. He should just be turning quickly to look at Rick.

1 Shane: Jesus, man! Don't sneak up on me like that!

2 Rick: Sorry... I was just trying to get here without waking anyone up.

Panel two:

Small panel: Close on Shane, smiling uncomfortably. He's still a little shaken. He should look friendly here...

3 Shane: Well, next time, throw a rock at me or something... you scared me half to death.

4 Shane (2): Especially after what happened earlier today.

Panel three:

Small panel: Shane should be calm now, still sitting with his rifle sitting across his lap or something. Rick should be sitting down on the roof of the RV next to him. They should both be looking at each other.

5 Rick: Yeah... that's actually what I came here to talk to you about.

6 Shane: Oh?

Panel four:

Small panel: Close on Rick, he's looking deadly serious. Oh, and while I'm at it... these panels should have some crazy high contrast 'moon light only' lighting on them. Make it look cool.

7 Rick: We need to move camp. We don't need to be this close to a city full of those things.

8 Rick (2): It's just too goddamn dangerous.

Panel five:

Small panel: Shane should be looking down at Rick, since Shane is sitting on a crate and Rick is sitting on the roof of the RV. He looks agitated, and appalled that Rick would even suggest such a thing.

9 Shane: Are you crazy?!

10 Shane (2): What happens when the government starts cleaning this mess up? They'll have to start with the cities... they'll find us faster if we stay here!

Panel six:

Small panel: Now Rick is getting agitated... he didn't expect a struggle.

11 Rick: When are they coming Shane? Tomorrow? Next week? It's getting really damn cold out here and it's only going to get WORSE.

12 Rick (2): Not to mention what happened yesterday. It's too risky to stay so damn close to them.

Page 3: seven panels

Panel one:

Small panel: close on Shane, again... getting more agitated.

1 Shane: It's too risky to go somewhere else. The fires are keeping us warm. There's plenty of firewood in this area. We'll be fine here.

2 Shane (2): This is the best place to be for the rescue.

Panel two:

Small panel: Rick... whatever.

3 Rick: What makes you so sure we're even going to BE rescued? Donna almost DIED yesterday. What if it was one of the kids? What if it was Carl?

4 Rick (2): Nobody was prepared for this, Shane. You think those girls know how to fight?

Panel three:

Small panel: Rick should be putting his hand on Shane's shoulder. Trying to make a point. Shane should just be looking over at him.

5 Rick: If we go someplace safer maybe we won't NEED to be rescued so soon. I'd rather be able to get a good night's sleep every once and a while than sit up at night hoping the government is still intact and is going to find us.

Panel four:

Small panel: Shane is brushing Rick's hand off his shoulder. Now he looks pissed.

6 Shane: No, dammit! We're staying right here! We're safe here! Yesterday is one of very few isolated incidents. This is the safest place to be.

7 Shane (2): Rick... we can protect these people. We'll be rescued here. If we go hide in the country it could take them months find us.

Panel five:

Small panel: Shane is calm, looking over at Rick, who is conceding the argument. Rick's shoulders should be low as he looks up at Shane.

8 Shane: We've got to stay here.

9 Rick: Okay... if you feel that certain that it's the best thing for us... fine. We'll stay. But if we're going to try and hold out here we're going to need more guns.

Panel six:

Small panel: Rick and Shane sitting side-by-side, looking out into the woods as they talk.

10 Rick: Everyone here is going to need to carry a gun at all times.

11 Shane: How are we going to find enough guns for THAT?

12 Rick (2): I'll figure something out.

Panel seven:

Wide panel: We're looking down off the camper at Dale. He should be leaning out of the camper door, looking up at us. He's wearing what Brit was wearing at the beginning of Cold Death... more or less - Just boxers and a 'wife beater'.

13 Dale: Can you keep it down up there?!

14 Dale (2): Some of us are trying to sleep.

Page 4: eight panels

Panel one:

Wide panel: Glenn is walking in the foreground out of camp. He's got his backpack on and he's headed toward the city. We should see the camp about 10 feet behind him... he's practically at the edge of it, but show it further back enough to show that he's leaving. It's the next morning... make it all bright and sunny. Rick should be running through the camp in the background. He's coming after Glenn. Glenn should be turning to look behind toward Rick.

1 Rick: Hey, Glenn! Wait up!

2 Glenn: What can I do for you Rick?

Panel two:

Small panel: We're looking at Rick, he's standing next to Glenn but have him look like he just stopped running... wiping his forehead or something.

3 Rick: When you go into town... have you ever seen a gun store or anything like that?

4 Glenn: No, but I never really go into the city that far... why do you ask?

Panel three:

Small panel: Close on Rick, talking.

5 Rick: Well, I'm thinking if everyone was herded into the cities for protection there wouldn't have been much looting if everything was being organized by the government.

6 Rick (2): And when everything went to shit... there's no way anyone would have had time to break into one of the gun stores. Those places are usually barred up and no one would have been able to get through that without being attacked.

Panel four:

Small panel: Close on Glenn... thinking hard.

7 Glenn: You're right... and while I don't know exactly where a gun store may be I think I know someone who might.

Panel five:

Wide panel: Jim is sitting in the foreground eating some baked beans out of a can. Glenn and Rick are standing next to where he's sitting. He seems to be ignoring both of them.

8 Glenn: Jim, you gotta help us out, man. Do you remember any gun stores close to the edge of town here in Atlanta?

Panel six:

Small panel: Close on Jim. He's not looking up at all.

9 Jim: Gun stores?

Panel seven:

Small panel: Same as last panel, but don't stat... or at least change Jim's mouth a little.

10 Jim: Corner of Pleasant and 38th street.

Panel eight:

Small panel: Glenn is tapping Rick's shoulder to motion that they should walk away now.

11 Glenn: Thanks, Jim.

12 Glenn (2): C'mon... I've got a map in my car.

Page 5: seven panels

Panel one:

Wide panel: Glenn is in his car, leaning over digging into the glove compartment. There should be all kinds of junk just falling out. The important part of this panel is that we see Rick with his arms stretched out wide arguing with Lori in the background through Glenn's window.

1 Glenn: It's got to be here somewhere.

Panel two:

Small panel: Close on the scene we saw through Glenn's window. Make sure we can see Carl.

2 Lori: I know we need guns but why do YOU have to go? This is your third day here... I don't want to have to worry about you again!

3 Carl: Daddy, please don't go.

Panel three:

Small panel: Rick is leaning down to talk to Carl. As he does so... he's putting his hat on Carl.

4 Rick: You don't have to worry son. I'll be really careful. This has to be done so we can all be safe. When I get back... I'll teach you how to shoot a gun.

You want to know how to shoot a gun don't you?

5 Carl: I guess.

Panel four:

Small panel: Lori is leaning over at Rick looking even angrier.

6 Lori: No way! He's too young to shoot a gun!

7 Rick: We'll talk when I get back. Don't worry-- I'll be back before you know it. Glenn will keep me safe. How many times has he gone into town and come back fine?

Panel five:

Small panel: Close up on Lori... she's frustrated. She knows Rick's going to go no matter what.

8 Lori: I just don't understand why he can't go alone! Why do you have to go with him?

Panel six:

Small panel: Close on Rick, leaning over to kiss Lori. It should be one of those sweet little neck kisses. She's not in the mood for it at all; we should see that on her face.

9 Rick: How many guns do you think Glenn can carry? C'mon, hon'... be reasonable.

Panel seven:

Small panel: Rick is turning to walk away. Lori should have her hands on her hips. Carl should be making a gun motion with his fingers... shooting into the air... make it look cute.

10 Lori: BE CAREFUL.

11 Rick: Don't worry hon'. I love you.

12 Lori: I love you, too.

Page 6: seven panels

Panel one:

Wide panel: Glenn and Rick are walking toward us. Glenn is looking at the map. Rick is looking over at him. Rick should be carrying the duffel bag from before, but it's empty so he can carry guns back in it. We should see the camp behind them in the distance. They're much further away from it than Glenn was when Rick called him. Glenn should have the map folded back really messily so that he can look at one section... that way he's not carrying this huge map.

1 Rick: What's up with Jim? Is he okay?

2 Glenn: Well... remember when I told you we had a guy at camp that actually made it out of the city alive?

3 Rick (2): Yeah...

4 Glenn (2): Well, Jim's that guy.

Panel two:

Small panel: Close on Glenn, walking and looking down at the map at the same time. He's not looking at Rick at all.

5 Glenn: At the time, you had just told me you thought Lori and Carl were in there... and I was trying to give you hope.

6 Glenn (2): The thing is... Jim got out, but he saw his entire family torn apart before he did.

Panel three:

Small panel: Close on Rick, looking over at Glenn with a distraught look on his face.

7 Rick: Oh.

Panel four:

Small panel: Back on Glenn, looking at the map. Maybe turning it over as he talks to look at the other side of the area he was looking at.

8 Glenn: He told the story ONCE. It was like they were shielding him from the army of zombies that had surrounded them. His wife, his sister, her husband... between them they had like five kids. I can't really remember but I think his mom might have been there too.

9 Glenn (2): He only made his way through the

crowd because those monsters were busy eating everyone else. He said it happened so fast he didn't even realize what was going on until he had made his way to safety.

Panel five:

Small panel: We're looking at both of them again. Glenn is looking down at the map.

10 Glenn: DAMMIT!

11 Rick: What?

Panel six:

Small panel: Close on Glenn as he looks over at Rick.

12 Glenn: Jim's gun store is five blocks from where I found you. I NEVER go that far in. There is no way we can do this.

Panel seven:

Small panel: Close on Rick, looking over at Glenn.

13 Rick: Follow me. I've got an idea.

Page 7: six panels

Panel one:

Small panel: Rick is leading Glenn along. They're going toward the woods where the deer zombie was from last issue... but they're not in the woods yet.

1 Rick: C'mon, this way.

Panel two:

Small panel: Close on Glenn, looking at Rick with a confused look on his face. They're entering the woods in this panel... so maybe not close on Glenn... yeah... maybe show them entering the woods with Glenn pointing in the opposite direction... yeah... do that.

2 Glenn: We need to be going this way. Where are we going?

Panel three:

Small panel: Close on Rick, looking solemnly at Glenn.

3 Rick: Trust me...

Panel four:

Wide panel: We're in the woods. The zombie from last issue is in the foreground lying on its back next to the tree (as if Rick pushed it over to the side when he hacked into its head). We should be looking right at its cleaved-open head. Over it, in the background we should see Rick and Glenn walking toward it.

4 Rick: ...you don't want to know.

Panel five:

Small panel: We're looking down as Rick grabs onto the zombie's feet while looking over at Glenn... who just looks confused.

5 Rick: Help me drag it away from the tree.

6 Glenn: What are we doing?

Panel six:

Small panel: Close on Rick, looking over at Glenn.

7 Rick: Those things don't seem too smart. Yet, I've never seen them mistake one of them for one of us... and I've seen a couple of those things that I'D think were alive from a distance.

8 Rick (2): So I've been thinking what it could be that helps them tell us apart... and being close to this fella seals it.

9 Rick (3): It's the smell.

Page 8: nine panels

Panel one:

Small panel: Pull back so we can show Glenn and Rick in the shot as they drag the zombie away from the tree and the rotting deer that is there. Glenn should have the hands, Rick the feet.

1 Rick: Now I've seen some of these things missing half a face. They're up and moving, but by all indications they're not operating at peak performance.

2 Rick (2): So I'm definitely not saying they're like bloodhounds that can tell us apart by smell.

Panel two:

Small panel: Close on Rick again, he's standing up, and pulling the hatchet out of his belt.

3 Rick: Maybe it's as simple as the fact that we don't stink like them, but I gotta think it has something to do with our smell.

Panel three:

Small panel: Glenn should be looking a bit sick in the background as Rick leans over and hacks off the zombie's hand in the foreground.

4 SFX: WHACK!

Panel four:

Small panel: Rick is handing Glenn the zombie hand.

5 Rick: Here. Rub this on your clothes and then stick it in your pocket. I think a few pieces for each of us ought to do it.

Panel five:

Small panel: Glenn leaning over to vomit next to Rick, while still holding the zombie's hand. Glenn should be leaning away, holding his hatchet like he was about to hack off another piece of the zombie before Glenn vomited.

6 Glenn: HWAAGG!!

Panel six:

Small panel: Close on Glenn, wiping his mouth with the sleeve of the non-zombie-holding arm.

7 Glenn: Sorry... I just wasn't prepared for this at all this morning. I'm used to the smell of the city but getting it up close like this is a totally different story.

Panel seven:

Small panel: Rick has his hatchet imbedded in the zombie's leg, hacking another piece off. As he does so, he's looking back at Glenn who is rubbing the zombies hand on his pants.

8 Rick: Well, if I had known I'd have been doing this today... I wouldn't have gotten out of bed.

9 Rick (2): We've got to give this a shot though.

Panel eight:

Small panel: Rick is in the foreground rubbing a random, soggy chunk on his shoulder. Glenn should be looking at him from the background. He should have the hand poking out of a pocket and be rubbing another chunk on his arm as well.

10 Glenn: Don't get anything close to your face at all. These things are so nasty I'd hate to think what would happen if you got something in your mouth. Their bites are fatal and that's just them making contact with broken skin.

Panel nine:

Small panel: Rick is closer to his face with the zombie chunk. He should have a look on his face like he's about to puke because of the smell. Make sure you fill this page with flies and stuff.

11 Rick: I don't think I'll be rubbing this shit on my face anytime soon.

Page 9: six panels

Panel one:

Tall panel: Full body shot of Glenn and Rick standing up looking at each other. Both should have sick looks on their faces and "meat" hanging out of all their pockets. They're clothes should somehow look slimy and bloody... they should look nasty as hell.

1 Glenn: I hope this works.

2 Rick: You and me both, c'mon.

Panel two:

Small panel: Rick and Glenn walking out of the woods. Rick should have his duffel bag... Glenn should be carrying his map.

Panel three:

Small panel: Glenn is bending over to barf again. Show Rick sort of jumping out of his way.

3 Glenn: BLAGG!!

Panel four:

Small panel: Glenn is standing up... just looking at Rick. He's got a chunk or two on the corner of his mouth that he can't wipe off... he leaned over in time to keep it from getting on his shirt.

4 Glenn: Sorry.

Panel five:

Small panel: We're looking at them from the side as they continue to walk... just show some scenery.

Panel six:

Wide panel: We're looking at them from behind. We should be able to see part of the city in front of them just beyond a narrow tree line that is right next to the warehouses of issue 2. Make the silhouettes... whatever.

5 Rick: I need to scratch my nose.

Page 10: eight panels

Panel one:

Wide panel: We're at the edge of the alley in the warehouse area from issue two. There should be a dumpster or a trashcan or something in the foreground as well as the edge of one of the buildings so we see where we're at. In the distance, past some trees in the small wooded area at the edge of the warehouses we should see Rick and Glenn walking toward us.

Panel two:

Small panel: Now we're looking over their shoulders at the alley they are walking into.

1 Rick: Well...

Panel three:

Small panel: We should be looking down on them, standing in front of the fat zombie that was sitting in the alley in issue 2.

2 Rick: ...let's see if this is going to work.

Panel four:

Small panel: Side view of Rick, crouching down, waving his hand in front of the zombie. Rick should look terrified.

3 Rick (small): N--nothing so far...

Panel five:

Wide panel: Without making it look like the zombie is moving really fast have it slapping Rick's hand away from it. Rick should be jumping out of his skin and Glenn should be jumping back like he's about to run. Both should look terrified.

4 Zombie: Ruugh!!

Panel six:

Small panel: Glenn is backed up against the wall... he's terrified as all hell, sort of shaking his head (somehow, without doing that silly looking double head thing that they did in the silver age). He should look frozen with fear.

5 Glenn: No! No way! This isn't going to work... it just isn't.

Panel seven:

Small panel: Rick is in close on Glenn, trying to reason with him. Glenn should still look terrified.

6 Rick: Glenn, listen to me. It just slapped my hand AWAY. It wanted me to leave it alone... this IS going to work.

7 Rick (2): Look at it.

Panel eight:

Small panel: Just a shot of the zombie, looking down again... ignoring Rick and Glenn who are off panel.

8 Rick (off panel): It's not coming after us.

Page 11: seven panels

Panel one:

Small panel: We're looking at Rick and Glenn as they cautiously walk into the open area in front of the warehouses. Rick should be looking up at the sky... which is grayer than usual.

1 Rick: What a gloomy goddamn day.

2 Glenn: I don't know about you but I was getting sick of all that sunshine contradicting what was going on down here.

Panel two:

Small panel: Glenn and Rick are slipping through the fence from issue 2. Show them leaving a stain on it as they slip through... they should be nasty as hell.

3 Glenn: At least this is consistent.

Panel three:

Small panel: We're looking at Rick and Glenn from behind as they walk down the alley towards the street.

4 Rick: You ready for this?

5 Glenn: Not really.

6 Rick (2): Me neither.

Panel four:

Wide panel: Rick and Glenn are walking out of the alley into the middle of the road. We should be able to see down the street a ways and see all the trash blowing and the deserted city street. There should be zombies everywhere... but for the most part they're just lying around or standing up doing nothing.

7 Rick: God. You do this every day?

8 Glenn: Yep.

9 Glenn (2): According to the map, Pleasant street is this way.

Panel five:

Small panel: We're looking at Rick and Glenn from the side as they nervously walk past a zombie.

10 Rick: So far so good.

Panel six:

Small panel: Another shot of Rick and Glenn walking.

11 Glenn: They don't seem to notice that we're talking.

12 Rick: They make sounds too... maybe they can't tell the difference.

Panel seven:

Small panel: Glenn is looking back at Rick, motioning that they need to turn this corner they're coming up on.

13 Glenn: We need to go this way. We're almost there.

14 Glenn (2): I've never been this far into the city.

Page 12: splash page

Here's the money shot. In the background we should see Rick and Glenn rounding the corner from the last page. They should be easily visible but this page should be busy as hell. We should see James Sime, slumped over in front of Isotope in the foreground. Make him look zombified, but not unrecognizable. Have his intestines lying in his lap or something. Isotope should be part of a line or storefronts that extends deep into the background. Have the line be broken with some big intersections. I want to see traffic lights hanging from wires above the road... wrecked cars... a tank from where they tried to protect the city... all kinds of junk... trash everywhere. There should be 200 zombies on this page alone... they should be lying on top of each other. They packed people in this city so tightly people were sleeping on the streets everywhere. This place should look horrific just because of the amount of zombies packed into the street. Oh, yeah... make sure the sky is darker than usual... it's going to rain soon.

1 Rick: Christ.

2 Glenn: It's worse than we thought.

Page 13: seven panels

Panel one:

Wide panel: Rick and Glenn are walking toward us... they should both look scared and stiff... they're walking slow and cautiously. We should see a shitload of zombies around them... but none of them are paying any attention to them. It's very important that we get a sense of danger here by seeing all these zombies up close to them... they could be attacked at any moment with no way out.

1 Rick: Just stay calm... don't freak out. We're going to be fine...

Panel two:

Small panel: In the foreground we should see the gun store. It's all barred up just like gun stores usually are. The front door is wood with a window... but there are bars on the window. I know there would more than likely be a cage over the entire door and frame but for story purposes... this store isn't like that. In the background we should see Rick and Glenn walking toward the place. Glenn is pointing at it. Rick is looking down at a turned over shopping cart that is next to him. Zombies are still EVERYWHERE in all these panels.

2 Glenn: Look, there it is.

Panel three:

Small panel: Rick is bending over to flip the shopping cart upright. A zombie is right next to him... he's looking at it while he does this. Remember... zombies... everywhere.

3 Rick: On second...

Panel four:

Small panel: Rick is in the foreground, with his back to us, pushing the cart toward the gun store in the background. Glenn is standing in-between Rick and the gun store, looking at Rick, baffled as to why he'd grab the cart. Zombies... are... everywhere.

4 Glenn: What's that for?

Panel five:

Small panel: Glenn is standing next to Rick in front of the gun store. Rick has the shopping cart.

5 Rick: We can carry more guns with it.

6 Glenn: Oh, that makes sense.

Panel six:

Small panel: Close on Glenn in the foreground, he's to the side of the panel with his hand out pointing towards the door behind him. We should get a good look at the door here. Show the cage over the window in the door... but otherwise... this thing isn't very sturdy.

7 Glenn: So, how are we getting in?

Panel seven:

Small panel: Side view of Rick looking down at the door while he pulls the hatchet off his belt.

8 Rick: This door is made of wood.

Page 14: six panels

Panel one:

Small panel: We're inside the gun store, close on the back of the front door. We shouldn't see much of the gun store at all. We're just looking at the door.

1 SFX: THUNK!

Panel two:

Small panel: Stat of last panel, only make a crack start to appear next to the doorknob and the latch... or the deadbolt thing... something. He's cutting at the door where he's supposed to be.

2 SFX: THUNK!

Panel three:

Small panel: Stat again, but this time there's a hole splintering through the wood, there should be long strips of wood breaking out of the door. Rick's hatchet should be popping through the door completely.

3 SFX: THUNK!

Panel four:

Wide panel: We're looking at Rick and Glenn from the side as they walk into the gun store. Rick should be leading the way. Glenn should be looking behind him to see if any zombies are following him in. What we see of the gun store here should be pristine. Guns and boxes of ammo should be everywhere... untouched. Of course... make it all dusty with spider webs and shit. Nobody's been in here for a couple months by this point.

4 Glenn: That was easy.

5 Rick: We need to hurry. Those things were looking at me while I hacked away at the door. I think they're noticing we're different.

6 Rick (2): We're at a disadvantage not knowing how smart they are at all.

Panel five:

Small panel: We're looking at Glenn as he pulls some guns down off the wall. He should be turning behind him to look at Rick.

7 Glenn: What should we get?

Panel six:

Small panel: We're looking down one of the aisles... we should see hand guns, boxes of bullets and all kinds of stuff in the aisles. At the end of the aisle we should see Rick taking a handful of guns back to the cart that they've parked at the door.

8 Rick: A little of everything... as much as we can fit in the cart.

9 Rick (2): Make sure we get a lot of ammo.

Page 15: seven panels

Panel one:

Small panel: Close on Glenn carrying an armful of boxes of bullets. I know this shit is heavy... so don't have him carrying too much. Rick should be in the background getting more guns off the wall.

1 Glenn: We need to make sure we don't grab anything that won't work in the guns we get.

2 Rick: Yeah... that's a good point.

Panel two:

Small panel: Cut to outside the gun store. Show the storefront with the cart parked in front of the door. Show Glenn leaning over to put the bullets in the cart, but be pulled back so far that he's not that big in the panel. I want to show zombies ALL AROUND the place. And have one in the foreground just looking back at Glenn; they're noticing something is going on.

Panel three:

Wide panel: Rick and Glenn are standing side-by-side in the gun store. The shelves are now in disarray from where they tore through the store just grabbing everything they could carry. They should be standing with their back to the door, just looking around to see if they missed anything.

3 Glenn: You think we got enough.

4 Rick: For a while at least...

5 Rick (2): Let's go.

Panel four:

Small panel: Pull back again like you did in panel two. Rick should be pushing the cart toward us, away from the store. There should be a zombie right next to Rick... it's the one from panel two that noticed them. Rick should be looking at the zombie... he doesn't like that it's so close. It should be sprinkling in this panel... just draw some random raindrops in the air.

6 Glenn: Shit. It's starting to rain.

Panel five:

Small panel: Rick is driving his hatchet into the side of the close zombie's head. It should be going in horizontally right above the zombie's ear. Make this look cool. Rick is just laying into the guy... but he's trying to make it a tad discreet so all the zombies don't see it.

7 SFX: SHUKK!

Panel six:

Small panel: Rick should be pushing the cart toward us, quickly. Glenn should be running after him with a shocked look on his face. We should see the zombie falling over in the background behind them. Still raining.

8 Glenn: What was that?! You think they won't notice that?!

9 Rick: Hurry.

10 Rick (2): We're not going to last long in this rain.

Panel seven:

Wide panel: Just draw a flash of lightning here... or something. I was thinking this could be a close up of their faces with a big sound effect filling the background... but we have to somehow show this is lightning here... somehow... without it looking stupid.

11 SFX: BRAKKOW!!

Page 16: five panels

Panel one:

Wide panel: Okay... now it's pouring. It's raining so hard that Rick and Glenn (and the guns) are instantly soaked. Rick and Glenn are running toward us. Glenn had Rick's bag on his back (along with his backpack) and Rick is pushing the cart. I don't know how you're going to illustrate this but it should be raining really hard... so much so that it obscures the background. I don't know if it'll be easier to do it in the tones or what... but I want everything to look WET!

1 Rick: SHIT!!

2 Glenn: What? What's wrong?!

Panel two:

Small panel: Close on Rick, looking back at Glenn frantically as they run down the middle of the road.

3 Rick: Look at them!! The rain is washing the smell off!!

Panel three:

Small panel: This is just a shot of some zombies standing up to come after Rick and Glenn.

Panel four:

Small panel: Glenn is grabbing onto the front of the cart, pulling it while Rick pushes it. They're moving really fast now.

4 Glenn: Shit!

5 Glenn (2): We're never going to make it!!

Panel five:

Wide panel: Rick and Glenn are running toward us wet... pushing and pulling the cart (respectively). Behind them, and all around them... the zombie hordes are coming after them. There's a bit of a window in front of them so all is not lost.

Page 17: six panels

Panel one:

Small panel: Another shot of Glenn and Rick pushing their way through the crowd of zombies. They look frantic. Zombies... rain... it's crazy!

Panel two:

Small panel: The cart is falling over... guns are flying everywhere. Glenn should be tripping and falling over with the cart. More zombies everywhere... things just went from bad to worse. Rick should look horrified.

1 SFX: CRASH!!

2 Rick: GLENN!!

Panel three:

Wide panel: Rick is in the foreground with his gun pulled and his hatchet in the other hand... the zombies are closing in. Rick should be looking down at Glenn, who is standing up. The cart should be on its side with a pile of guns lying next to it. The duffle bag that Glenn was carrying also should be on the ground like it

slipped off his shoulder when he fell. He should still have his backpack on. Remember... everyone is soaked... rain running off their chins... wet hair. Have the gunk that was on them slowly washing off of them in all these panels as well.

3 Rick: Get the cart upright and grab as many guns as you can!

4 Rick (2): HURRY!!

Panel four:

Small panel: Rick should be hatchet-ing one zombie in the head while firing his gun at another one in the background. We should also see Glenn picking up the cart in the panel.

5 SFX:

BLAM!!

Panel five:

Small panel: Glenn is picking up a few guns to put in the cart while zombies are all around him. One is falling over next to him with a trail of blood coming off its head. Rick just shot it. We should see Rick in the background still frantically fighting with the zombies.

Panel six:

Small panel: Rick, hatchet-ing a zombie in the throat while continuing to fight off more. He should be shooting the gun as well... what he doesn't see is the zombie behind him... close enough to bite his arm.

6 SFX: THUKK!

7 SFX: BLAM!!

Page 18: five panels

Panel one:

Wide panel: Close on Rick with all the other zombies around him. The zombie from last page is biting into his arm... Rick should have a look on his face like someone is squeezing his balls in a vice or something... he should simultaneously look more scared and more terrified than we've EVER seen him before. Make this shot all dynamic and shit... or something.

1 Rick: YAAAAHH!!

Panel two:

Small panel: The zombie is pulling away from Rick, ripping his coat... there's no blood. Rick doesn't realize it yet but it hasn't broken his skin. Rick should still look terrified. He should be bringing the hatchet up to the zombie's face as it pulls off his arm.

Panel three:

Small panel: Rick is hacking into the zombie's head. Screaming frantically the whole time.

2 Rick: GAAHH!!

3 SFX: THUNK!!

Panel four:

Small panel: Rick is freaking out... shooting... chopping... whatever... he's sort of lost in himself due to the bite and thinking he's going to die now. Have him looking more afraid than angry... tears streaming down his face (mixing with the rain). I don't want him to look TOO badass yet... this is all still new to him.

Panel five:

Wide panel: Glen has the cart upright and has picked up most of the guns. He's pushing the cart through the small opening that's left in the horde of zombies that's around them... as he does so... he's looking back at Rick who is in the foreground still fighting them off.

4 Glenn: C'mon, Rick!! Hurry or we won't make it!!

Page 19: five panels

Panel one:

Wide panel: Rick and Glenn running toward us. Glenn is slamming the cart into a zombie, knocking it over. Glenn is shooting his handgun back into the crowd... he's got what... 12 rounds... he should still be okay. This should be another panel full of zombies. Rick should be sliding the hatchet back into his belt here too.

1 SFX: BLAM!!

2 SFX: WHAM!!

Panel two:

Small panel: Rick is running along side Glenn, he's dropping the clip out of his handgun as they run. With Rick's other hand he's pulling a new clip out of his belt.

3 Glenn: We're almost home free!

Panel three:

Small panel: Rick is slapping the new clip into his gun, looking over at Glenn as they run. Rick should still look frazzled... he thinks he's been bitten.

4 Rick: Yeah.

Panel four:

Small panel: More running... shooting... cart pushing... more zombies.

Panel five:

Wide panel: Side view or down shot... pull back a lot... show that there's a horde of slow moving zombies enough to fill the street coming after them... that Rick and Glenn ARE outrunning... because the zombies are slow. BUT new zombies are coming in from the sides as they hear and see what's going on... so the crowd behind them is getting bigger... but aside from a few zombies already in their path most of the zombies are behind them.

5 Glenn: I think we're going to make it!!

6 Rick: Just keep running!!

Page 20: eight panels

Panel one:

Small panel: Rick and Glenn running down the alley from before. Zombies should be at their back. They're barely making it out of here.

Panel two:

Small panel: Glenn is slamming the cart through the fence from before, or knocking it down entirely... or something... they're getting through it.

Panel three:

Small panel: Rick and Glenn with cart are running into the alley in-between the warehouses.

Panel four:

Wide panel: Silhouette or something... this is a side view... Rick and Glenn are in the woods now. Glenn's at the back of the cart, Rick at the front... they're now carrying it because the wheels wouldn't work too well in the grass.

1 Rick: Okay...

Panel five:

Small panel: Rick putting the cart down, Glenn looking startled that he's stopped. It's still raining.

2 Rick: ...I think we've lost them... let's take a breather.

Panel six:

Small panel: Rick is throwing his coat off... like lightning... really fast. Glenn doesn't know what's going on. Rick is tearing the thing off like it's on fire.

3 Glenn: Rick?

Panel seven:

Small panel: Rick has his sleeve on his t-shirt rolled up... looking at his arm. He's smiling... he's happy... he's relieved.

4 Rick: Oh, thank GOD!!

5 Rick (2): Oh, jeez!

6 Rick (3): Oh, man!

7 Rick (4): I thought I had been bitten.

Panel eight:

Wide panel: Rick is in the foreground, relieved... looking off into the distance. Glenn is behind him... we should see the cart full of guns, Glenn should look exhausted... and soaked... they both should look like hell... they've been through hell.

8 Glenn: No shit? Damn... I guess we really lucked out this time.

9 Glenn (2): C'mon... let's get these guns back to camp before it gets dark.

10 Rick: Yeah...

11 Rick (2): Glenn.

12 Rick (3): Don't tell my wife how close we came.

Page 21: seven panels

Panel one:

Wide panel: We're at the edge of the camp. Shane and Lori are standing there looking out into the distance. It's getting dark; it's been a few minutes since the last page. We should see the camp in the background behind Shane and Lori. Lori should have her arms crossed... looking worried as hell. It's still raining here... but not as hard.

1 Shane: You've got nothing to worry about, Lori. Rick can handle himself. You've seen what he's gotten through already.

2 Shane (2): He and Glenn will be back before you know it.

Panel two:

Small panel: Lori is dropping her arms. She's frustrated... sad... the works.

3 Lori: I just-- I just wish he hadn't gone.

4 Lori (2): Dammit... why did he have to put me through this again?!

Panel three:

Small panel: Close on Shane... looking concerned.

5 Shane: Come back to camp. It's too cold to be out in this rain.

Panel four:

Small panel: Shane is reaching out and grabbing Lori's hand. He's behind her... he's holding her right hand with his right hand.

Panel five:

Small panel: Pull back to show Shane getting close to Lori, he's got his left hand on her shoulder now and he's whispering into her ear. She should look uncomfortable.

6 Shane: C'mon... staying out here isn't going to make him come back any sooner.

7 Shane (small): I'll keep you company.

Panel six:

Small panel: Lori is pulling away from him... jerking her hand out of his hand. He should look hurt.

8 Lori: Shane-- don't.

Panel seven:

Small panel: Close on Lori, not really looking at Shane... just sort of talking softly into the distance.

9 Lori: You've got to stop. Rick is back now... he's alive... and he's my husband.

10 Lori (2): You've got to stop this.

Page 22: four panels

Panel one:

Wide panel: Close on Shane... pleading... looking hurt.

1 Shane: But what about that night... on the road down here?

Panel two:

Wide panel: Close on Lori... lot's of dead space around her... she's looking down, ashamed... the mere mention of "that night" tears her up. She should look upset and hurt... but not crying, mostly ashamed. She should be looking down with her eyes closed.

Panel three:

Wide panel: Same as last panel... only pull back so that Shane is coming into frame. Lori should be lifting her head up... but not opening her eyes yet, she's not

turning her head towards Shane at all.

2 Lori: That night--

Panel four:

Wide panel: Lori is looking at us... solemnly. We can see Shane standing behind her... hurt by what she said. Lori should look very, very upset... but still no tears.

3 Lori: That night was a mistake.

The Walking Dead #5

Issue notes Everyone should look bundled up whenever possible... wearing extra clothes... but they shouldn't look like they're cold. They're used to it... and they are bundled up but they're not freezing. The cold breath thing should be used sparingly... it got old QUICK on page 2 and 3 of issue 4. Talking does NOT produce a big cloud like exhaling... so it wouldn't be happening in every panel... use it sparingly and it will be cool... use it too much and it will be annoying. It's cold enough for it now during the day but just barely... so make it faint. Oh, and everyone should have holsters of some kind now. The kind that FBI people wear that go under you arms, some belts, maybe even a leg belt for one of the girls. That's one of the things Rick was carrying in the duffel bag... holsters.

Page 1: four panels

Panel one:

Wide panel: It's about noon; three weeks have passed since last issue. We're on the side of a highway, not the one Rick was on in issue 2, a much smaller one... like some parts of I-64 look. We're focused on a car, wrecked into a guardrail with a dead, mangled, rotted corpse sitting on the hood after having shot out of windshield in the wreck. Of course, this happened weeks ago, the car is rusted where it crumpled. There should be a crow or a vulture (your choice) on top of the body, picking some meat off it.

Panel two:

Wide panel: Zoom in on the body; get close and nasty. The bird is just tearing a strip of meat right off this guy. NO flies though... it's now too cold for them....

Panel three:

Wide panel: The bird is hearing a gunshot... it's immediately taking off here. It's wasting no time.

1 SFX: BLAM!!

Panel four:

Wide panel: We're looking at the body on the hood of the car still, could probably stat depending on how you set this up. In the background we should see the bird flying away in the distance.

2 SFX: BLAM!!

Page 2: five panels

Panel one:

Wide panel: Close on Rick (no hat, it's Carl's now, HE always wears it), we're just looking at him from the shoulders up. In the background we should see the highway, and the car with the body on the hood, but it's pretty far away. Rick's stubble should be thicker... almost beard-like... but NOT QUITE a beard yet. Can you thicken it up without making it a beard? I just want to do something to show the time that's progressing. But I DON'T want Rick to look TOO different. I want people to recognize him.

1 Rick: THAT'S it. You're getting a lot better, Donna. A couple weeks ago and you were all over the place. Now you're nailing almost half your targets.

Panel two:

Small panel: Close on Donna in the foreground, lowering a handgun. Rick is standing behind her. He was helping her out. Donna should look happy... she's smiling as she looks down at her gun.

2 Donna: Look at me. I'm a regular sharp shooter.

3 Rick: Keep it up. You're not that far off.

Panel three:

Small panel: Rick is walking past Donna, moving along to see how others are doing. In the background Donna is loading her gun (shells in a shirt pocket?) while looking at Rick as he walks off.

4 Donna: I'm nowhere near as good as Andrea but thanks anyway.

Panel four:

Small panel: In the foreground we should see Glenn and Lori side-by-side shooting as Rick walks by in the background.

5 SFX: BLAM!

6 SFX: BLAM!

Panel five:

Wide panel: Andrea (the older sister) is shooting in the foreground while Shane watches her. In the background we should see Rick walking toward them. He should be walking past Carol, who is standing next to Glenn on the other side of Lori and Jim who are shooting. A ways back from the "shooting range" we should see Dale and Amy (the younger sister) playing with the kids on a blanket. We should see the twins, Carl, and Sophia all back there away from the firing. Allen is back at the camp, we'll see him later... if that's not everyone... tell me who I forgot (I think that's everyone). The order on the shooting range from left to right should be: Andrea, Jim, Glenn, Lori, and Donna... all shooting. All using hand guns.

7 Rick: How's it going?

8 SFX: BLAM! BLAM!!

Page 3: seven panels

Panel one:

Small panel: Close on Shane as he turns away from Andrea to look at Rick.

1 Shane: Huh? Oh, hey Rick. What's going on?

Panel two:

Small panel: Close on Rick, pointing behind him with his thumb as he talks.

2 Rick: I just gave Donna some pointers. She's really coming along. Though I don't think anyone's surprised us like Andrea here.

Panel three:

Small panel: Shane and Andrea standing next to each other. Both should be smiling and in good moods.

3 Shane: Yeah, as far as I can tell she's not cheating... and the wind can't be blowing that many cans over. Looks like we've got a "phenom" on our hands.

4 Andrea: Oh, boys...

Panel four:

Small panel: Andrea is aiming into the foreground, one eye closed, getting ready to fire. Shane and Rick are standing behind her, watching.

5 Andrea: ...it's just pointing and shooting. It's not brain surgery.

Panel five:

Small panel: Close on a can on a fence getting shot off. It's got a few holes in it already... they've been shooting at these cans for a few weeks now.

6 SFX: BLAM!

Panel six:

Small panel: Rick is leaning toward Andrea smiling. Andrea is sort of waving him away, smiling.

7 Rick: Maybe for you, but try telling my wife how easy this is.

8 Andrea: Oh, be nice!

Panel seven:

Wide panel: In the foreground we see Dale and Amy sitting on a blanket watching the twins and Carl and Sophia playing. They should have blocks or some sort of simple toys, parents always have that shit with them so it would have been in cars and stuff. Dale and

Amy should be sitting close on the blanket, but not TOO close. Rick should be walking toward them in the background. Dale or Amy should be looking back at Rick.

9 Rick: Hey, Carl! You ready?

Page 4: six panels

Panel one:

Small panel: Carl is getting up, to run toward Rick. He should be looking back at Sophia as he gets up.

1 Carl: I'm going to go shoot cans!

2 Sophia: Okay.

Panel two:

Small panel: Rick is standing looking back at us as Carl runs toward him with his back to us.

3 Rick: Thanks for keeping an eye on him.

Panel three:

Small panel: Dale and Amy are smiling at us.

4 Dale: As long as you're back here to help me up before we leave... I'll consider us even.

Panel four:

Wide panel: Rick is following Carl as he runs ahead of him. In the background we should see all the people in a row shooting. Carl and Rick are running toward the area where Donna was. As they walk by we should see Lori looking back at them.

5 Carl: Nobody better be using my gun!

6 Rick: Carl! Slow down!

Panel five:

Small panel: Close on Lori looking back at Rick with an angry look on her face. She does NOT approve of Rick teaching Carl to shoot a gun at his age.

Panel six:

Small panel: Rick is sort of rolling his eyes back at Lori as if to say "Hon, please get over it... this is for the better." He should be shrugging his shoulders as well.

Page 5: five panels

Panel one:

Wide panel: The old crooked fencerow that the cans are on is in the foreground. In the background we should see the row of shooters. Carl is where Donna was, with Rick next to him. Lori is no longer shooting, her and Carol are watching the kids. Dale and Amy should be shooting now. Shane should be standing behind Dale, Glenn and Amy, watching them shoot. Andrea should be off on her own, firing away. We should see a can directly in front of Carl getting shot. The focus of this panel should be that Carl is hitting a can.

1 SFX: BANG!

Panel two:

Small panel: Carl should be lowering his gun like a pro. He knows how to hold a gun properly, he's been practicing for three weeks; he should look very mature. Rick should be crouching down next to him with a big smile on his face.

2 Rick: Great job son! You're doing just great! I'm proud of you.

3 Carl: Thanks, Dad.

Panel three:

Small panel: We're looking down at Carl as he looks up at Rick. He should have a very needy looking face, like he's asking his dad for candy when he knows he shouldn't get it or something.

4 Carl: Does that mean I can carry a gun now like everyone else?

Panel four:

Small panel: Rick is crouched down next to Carl. He's got his hand on his shoulder. He should be smiling at him yet have a reluctant look on his face.

5 Rick: Yeah... yeah, I think so.

Panel five:

Wide panel: Shane is in the center of the panel getting everyone's attention. Everyone should be turning to look at him. Put Rick and Carl in the foreground, space everyone else out according to where they were before.

6 Shane: Okay everybody! That'll do it for today, start gathering everything up.

7 Shane (2): You're all doing great! I think everyone here is capable of defending yourselves at least at a close distance. You should all be pleased with your progress. Rick and I were a bit worried when we started three weeks ago.

8 Shane (3): Let's start back for the camp... it's starting to get dark.

Page 6: six panels

Panel one:

Wide panel: Okay, now Rick is doing the same thing Shane did in the last panel. Carl is standing next to him. Everyone should be holstering their weapons, and picking up stuff... boxes of bullets and what not. Lori and Carol should be folding the kids play blanket... Donna should be helping the twins gather their toys. Carl should have his gun and holster from the cover of issue 3, and he wears his dad's hat at all times now... it's like his security blanket.

1 Rick: Also, before we go... I've got an announcement to make. I think if any of you have been paying attention to Carl on this shooting range you've seen that he knows how to handle a gun.

2 Rick (2): I know he's young, but just for safety's sake, he's going to be carrying his own gun from now on.

3 Rick (3): I know some of you, my wife included, object to this, but when I said everyone needs a gun I meant everyone. I will be relying on you all to help me keep an eye on him.

4 Rick (4): He's to keep his gun holstered at all times, if he takes it out so much as once without danger present, I'll be taking it away. Let me know if you see him so much as act like he's going to take it out.

Panel two:

Small panel: Lori is holding the folded up blanket. Rick is walking up behind her. Carl is in the background with Sophia and Carol pointing to his gun, showing it to her.

5 Rick: Dammit, Lori... will you stop? He's safer this way.

Panel three:

Small panel: Close on Lori, looking angrily at Rick.

6 Lori: Is he? How can you be so sure? He's seven years for Christ's sake! This is not a good idea, but I guess the end of the world means I've no longer got a say in parenting my own son.

Panel four:

Small panel: Lori is walking off. Rick is walking after her. The whole group is walking back to camp.

7 Rick: Shit Lori, you're overreacting. The first HINT of him treating it like a toy and I'll never let him touch it again. It's in his holster with the safety ON. It's just there for emergencies!

8 Lori: Whatever.

Panel five:

Small panel: We're looking at the cans on the ground with holes in them in the foreground; they just leave them there every time. In the background we can see everyone walking away. Shane and Dale are bringing up the rear. As they walk away, Dale is looking over at Shane.

9 Dale: I wish this place wasn't so damn far from camp.

10 Shane: Would you rather a pack of those monsters follow the gun shots right to us?

Panel six:

Small panel: Same as last panel only everyone is further away.

11 Dale: You've got a point.

Page 7: eight panels

Panel one:

Wide panel: We're in the camp looking back at everyone as they walk in. Again... all are bundled up, and packing... we should see the difference three weeks can make in the appearance of these people. Allen should be on top of the camper waving down at everyone as they arrive. They should all look tired... they've walked a little over a mile.

1 Allen: Welcome back! You guys all sharp shooters now?

Panel two:

Small panel: Rick is looking up at Allen on top of the camper.

2 Rick: A couple of us. You probably could use a little practice too. You don't NEED to stay here and guard the camp if we're not here.

Panel three:

Small panel: Allen is talking to Rick as he climbs down off the camper.

3 Allen: That's true but I'd hate to come back and find one of those things digging through our stuff, stinking up the place.

4 Allen (2): The long walk there isn't very enticing either.

Panel four:

Small panel: Rick is standing in front of Allen; both are smiling... these guys like each other.

5 Rick: A little exercise isn't a bad thing.

6 Allen: All exercise ever does is make you tired. And who wants to be tired on top of being tense, terrified, miserable, and cold?

Panel five:

Wide panel: Donna, Lori, and Carol are standing in the foreground watching Dale go into his camper with Amy and Andrea in the background. Show Rick and Allen still talking next to the camper. Carl should be standing with them.

7 Donna: Look at them... carrying on in front of God and everyone. It's unchristian.

Panel six:

Small panel: Lori is looking over at Donna, smiling. Donna is looking back at her with a scowl.

8 Lori: So's being judgmental if I remember correctly.

Panel seven:

Small panel: Donna is walking towards us in the foreground. She's not pissed off but not happy looking either. Lori and Carol are standing in the background watching her walk away.

Panel eight:

Small panel: Lori and Carol are standing next to each other smiling.

9 Carol: Good one.

Page 8: five panels

Panel one:

Wide panel: Dale, Rick and Shane are walking towards us from the background. More time has passed... at least a couple days. Have them all wearing different clothes, or something. They are in the woods be we should be able to see the camp behind them through a thin veil of trees. In the foreground we should see a large stump, with the tree that used to sit on top of it in pieces next to it (The stump ain't so big). This is where the firewood is cut, this is also where Dale was in issue three when he rescued Donna. Shane should be carrying the ax, Rick should be carrying a rifle.

1 Rick: Lori tells me Donna just won't shut up about you and the girls living together in that camper. She started right after we got back from target practice a couple days ago and hasn't let up since.

2 Dale: That woman ain't got a lick of gratitude from me saving her life. I don't see how Allen puts up with her.

3 Shane: Those poor boys... think about how she's going to be raising those twins.

Panel two:

Small panel: They are in the clearing where the stump is. Rick is handing Dale the rifle he was carrying.

4 Rick: I figure you've earned the right to have two pretty young women keep you company. Without all the camping gear we'd be screwed.

5 Rick (2): The shower alone has made you one of my favorite people.

Panel three:

Small panel: Dale is holding the rifle. Next to him, Rick is bending down to pick up one of those big damn sections of the tree trunk, Shane is going to split it on the stump here in a minute.

6 Dale: C'mon guys... I'm not doing anything with those girls. To be honest, I'm an old man... my plumbing doesn't even work.

Panel four:

Small panel: Rick is lifting the wood up onto the stump. Dale is standing behind him with the gun, standing watch while talking.

7 Dale: It's just-- after losing my wife not two months ago... it's nice having them around. They keep the place clean... remind me of what it was like with her around.

Panel five:

Wide panel: Rick has stepped back to stand with Dale. Shane is chopping the wood in the foreground.

8 SFX: WHACK!

9 Rick: You don't have to explain yourselves to us... it's your business.

10 Rick (2): Donna's just an old housewife who doesn't have soap opera's to keep here occupied. Don't let her get to you.

Page 9: seven panels

Panel one:

Small panel: Rick is sweating... standing in the foreground with the axe, he's been chopping wood for a while... Shane and him have taken turns. Both of them should have their coats off... y'know how you get all hot and sweaty even when it's cold outside. Shane should be looking at Rick from the background. No need to show Dale in this panel.

1 Shane: Let me take another turn, Rick... I'm rested up.

Panel two:

Small panel: Dale is standing next to a pile of split wood, there's quite a bit there... all split into little pieces like every section of trunk has been split five or so times.

2 Dale: Let's just go back to camp, fellas. I think we've got enough for tonight even with the cookout.

Panel three:

Small panel: Close on Rick, wiping his brow as he talks.

3 Rick: Are you sure? Even with that deer Shane shot yesterday filling our bellies it'll probably get mighty cold tonight.

Panel four:

Wide panel: Close on Shane, from the side yelling at Rick and Dale who seemed startled in the background.

4 Shane: GODDAMMIT, RICK! Will you give it a fucking rest already?! I'm sick to death of hearing your shit. I KNOW it's cold... I KNOW it's getting colder.

5 Shane (2): We're going to be fine.

6 Shane (3): I'm not moving the fucking camp, okay. I don't want to hear anything more about it!

Panel five:

Small panel: Shane is crouching down in the foreground to pick up a big bundle of the split firewood. Behind

him Rick and Dale should just be standing there... in shock.

Panel six:

Small panel: Rick and Dale are looking at Shane walk away carrying a big bundle of wood. Try not to make this sequence look exactly like when Donna left Lori and Carol... even though I'm writing it exactly the same.

Panel seven:

Small panel: Close on Dale and Rick, Dale is looking over at Rick who is still baffled at what just happened... Rick should look annoyed, not shocked.

7 Dale: That boy's got problems.

Page 10: five panels

Panel one:

Wide panel: It's nighttime; everyone is sitting around the fire as they cook a deer over the massive fire that's burning... How? Dales camping supplies that are mentioned on page 8. He's got all kinds of cool shit including a spit to cook large hunks of meat over a fire. Allen is turning the thing over the fire. Dale and his wife would tour the country and camp all the time... they've got all kinds of good stuff in there. EVERYONE is in this panel... everyone.

1 Rick: Dale, this thing is working perfectly... I don't know how we'd cook any meat without it.

2 Dale: I don't leave home without my supplies... you never know when something will come in handy while you're out on the open road.

Panel two:

Small panel: Close on Rick.

3 Rick: That reminds me... I still don't know what most of you were doing for a living before all this shit started happening.

4 Rick (2): Like you Dale, did you just travel?

Panel three:

Small panel: Close on Dale. Andrea and Amy are sitting next to him.

5 Dale: Pretty much. I was a salesman for over almost forty years. I spent most of my life behind a desk on the phone. The week after I retired the wife and I bought that camper and set out to see America.

6 Dale: We'd been on the road the better part of two years when everything started happening.

Panel four:

Small panel: More Dale... looking down... upset.

7 Dale: We were at a campsite about eighty miles south of here, coming back from Florida... the news hit us a little late... we didn't even know what was going on.

8 Dale (2): My wife... never left that campsite.

Panel five:

Wide panel: Pull back to show everyone, that's on that side of the fire... they ARE in a circle. We're focusing on Dale and Andrea and Amy. Dale should be on the left... for dialogue purposes.

9 Dale: After I buried her... I sat out for Atlanta. I had some cousins there and the radio said it was the safest place nearby. Of course... when I got there it had already been blocked off and the army was still trying to fight back the hordes inside. I ended up out here.

10 Dale (2): On the way to Atlanta I found Amy and Andrea broke down... out of gas... gave them a ride.

11 Amy: Andrea was driving me back to college. Classes were starting in a few days. I was a physical education major... a junior. As far away as I lived I should have just flown back but we always enjoyed our little bonding trips.

12 Andrea: I was a clerk at a law firm... that job is one of the few things I don't miss.

Page 11: three panels

Panel one:

Wide panel: Close on Glenn. Looking out at the group as he talks.

1 Glenn: I was a... pizza delivery boy in Macon, Georgia. I was swimming in debt and would've given anything to get out of it...

2 Glenn (2): Thing is... now that's it's all gone... I'd gladly take it all back if everything could go back to normal.

3 Glenn (3): I mean... who wouldn't really? But I was in BAD shape. About to lose my apartment... my car... I was going to have to bite the bullet and go crawling back to my parents for help. I never wanted to talk to them again.

4 Glenn (4): Heh... now that I know I couldn't talk to them if I wanted to... I kinda want to.

Panel two:

Wide panel: Close on Allen, and Donna. The twins should be sitting in their laps. They should all have the glow of the fire on their faces as they talk.

5 Allen: I was a shoe salesman. I ran a store in the mall... it wasn't anything spectacular but it paid the bills, well... most of them anyway. Let's just say that part of Glenn's story hits pretty close to home.

6 Allen (2): We lived in Gainesville, it's about fifty miles from here. Just like everyone else here... we came into Atlanta a little late.

7 Donna: Glenn, Dale and the girls had already set up this camp when we got here. Our car broke down on the way and we walked here. Piece of crap never worked.

Panel three:

Wide panel: Close on Jim, same as the rest.

8 Jim: Mechanic.

Page 12: six panels

Panel one:

Wide panel: Instead of plates everyone is eating out of handkerchiefs, napkins (that Glenn stole), and other stuff. Rick is holding out his hand with handkerchief in it. Allen should be up cutting pieces off the deer for everyone. Some people should already be eating... remember the scene in temple of doom when Indiana and crew eat the villagers food with only their hands? It's like that. The Deer meat is loose and stringy so it should look like they're eating rice with their hands... scooping it... and putting their hands over their mouths. The twins are making a MESS with theirs.

1 Rick: Can I get some more of that stuff, Allen?

2 Allen: Sure, Rick... it's just going to go bad if we don't eat it.

Panel two:

Small panel: Rick is sitting back down, handful of deer meat in tow.

3 Rick: You all know about me. Small town cop from Kentucky... I only ever shot my gun a couple times... never at anyone... though the last time I was on duty I sure did try.

Panel three:

Small panel: Rick looking over at Shane while he eats... and talks... and something else with his mouth that he could do at the same time.

4 Rick: I got shot... was in a coma for a while... and woke up to this. I was going out of my mind worrying about Lori and Carl.

5 Rick (2): Shane here took care of them for me.

Panel four:

Small panel: Close on Shane.

6 Shane: I felt so bad about Rick getting shot... I was up visiting him when Lori told me she was going to come here to stay with her parents. I couldn't let her go alone, it was getting pretty bad out there... of course... we had no idea how bad it would get.

7 Shane (2): The hospital was supposed to stay open... so we figured Rick would be okay. We were going to go back for him but we kinda got stranded here.

Panel five:
Small panel: Close on Rick.

8 Rick: All's well that ends well. What about you Carol... how about you?

Panel six:
Small panel: Close on Carol, looking up... with some food in her mouth... she wasn't planning on talking anytime soon. Sophia is sitting in her lap, also eating food out of her hand.

9 Carol: Oh... um... hold on.

Panel seven:
Small panel: Close on Carol, wiping her mouth with the back of her hand... as ladylike as possible.

Page 13: five panels

Panel one:
Wide panel: Close on Carol, talking... Sophia is sitting in her lap, eating... not paying attention. We should be able to see her popping into frame below Carol's head.

1 Carol: Sophia's daddy was the breadwinner. I sold some Tupperware out of catalogues from time to time but it was really just to friends and neighbors. I wouldn't have considered it a job.

2 Carol (2): My husband was a car salesman. They used to say he could talk anyone into anything... he talked me into marrying him... talked me into staying with him after...

3 Carol (3): ...

4 Carol (4): He watched his parents die right after everything started to happen. He couldn't take it... after that he just sort of gave up on life... he... y'know.

5 Carol (5): After that Sophia and I came here to stay with my sister... we figured it'd be worth the drive to stay with someone we know... we never got into the city... thankfully.

Panel two:
Wide panel: Just a shot of the camp... everyone is depressed, looking down... show as many as you can in the shot. Carl should be making a face at Sophia... who should be making a face back at her (they are kids). Just make everyone sort of look like they're reflecting on all the horrible things they've been talking about.

Panel three:
Small panel: Amy (the younger one) is standing up. Andrea should be looking up at her as she stands.

6 Amy: Well, I gotta pee.

Panel four:
Small panel: Amy is walking by on her way to the camper. Donna is giving her a dirty look as she does... she doesn't like her and thinks that remark was out of line.

Panel five:
Small panel: Amy is at the door to the camper, it's opened... she's got her back toward the front of the camper as she looks back toward the camp fire.

7 Amy: Does anyone need anything while I'm in here? More napkins? I think there's still more left.

Page 14: three panels

Panel one:
Wide panel: Amy has a look of terror on her face as a zombie comes around from the front of the camper like Donna did at the beginning of issue 2. The zombie is close... really close, and is grabbing Amy on the shoulder as he lumbers around the camper, he's also leaning in towards her neck ready to bite... this thing is way too close for Amy to get away. You didn't draw a door on the camper where there should be one for this scene to work. There are always doors on these things in the same places as cars (aren't there?) I'm picturing this door being the same place as a school bus door. There are enough seams drawn on the thing that I don't think anyone will notice if you just have a door there all of a sudden.

1 Amy: GAH!!

2 Zombie: ROAGHH!

Panel two:
Large panel: Money shot. The Zombie is biting into Amy's neck and taking a chunk out, we should see skin stretching from its mouth back to her neck. Her eyes should be rolling into the back of her head from the pain of it all. A RIVER of blood should be pouring down out of her neck down onto her shirt... no projectile blood... but a fucking ton should be pouring out.

3 Zombie: GAR!!

4 Amy: YEARGH!!

Panel three:
Wide panel: Rick and Shane are jumping up and unholstering their guns at the same time. Andrea should be jumping up... Donna should be looking scared, cowering into Allen... Lori and Carol should be tending to the kids... making sure their okay.

5 Andrea: AMY, NOOO!!

6 Rick: Oh, shit!

Page 15: five panels

Panel one:
Wide panel: Rick, Shane, and Andrea are running toward us. Rick should be shooting the zombie in the head as he runs toward it. Also in the foreground Amy should be falling over with blood still pouring out of her neck.

1 SFX: BLAM!!

Panel two:
Small panel: Amy is falling onto the ground just as Andrea reaches her. The Zombie should be falling over next to her. Rick and Shane should be looking around for more zombies and looking down at the one that is falling over to make sure it's down.

2 Andrea: Oh, god! Oh, god!

3 Andrea (2): Amy! Oh, God!

4 Andrea (3): What do I do?

Panel three:
Small panel: Rick is crouching down over Amy next to Andrea. He's putting his hand on her neck, trying to close it up. Amy is bleeding all over the place.

5 Rick: We've got to try and stop the bleeding... I--

6 Amy: Gargle--*

Panel four:
Small panel: Rick is looking over at Andrea, over Amy's body...

7 Rick: I'm, sorry-- I--

8 Rick (2): She's gone.

Panel five:
Wide panel: Pull back to show Shane and Rick and Andrea and Amy's body all by the camper. Shane is backing towards them with his gun pointed toward the front of the camper but he's looking back toward the back of the camper. We should see three more zombies coming around the camper. Shane should be yelling at Rick and Andrea, who are both still crouching down next to Amy's body.

9 Shane: Heads up, Rick! That wasn't the only one!

Page 16: five panels

Panel one:
Wide panel: Almost the same as the last panel, only Rick is standing up, Andrea is still down on Amy. And there are two more zombies coming around the camper so we've got five new ones total. Rick should be yelling into the foreground toward the campfire.

1 Rick: Lori, get the kids in one of the cars and stay there!!

Panel two:
Wide panel: Lori and Carol are scrambling with the kids in the foreground. Donna and Allen should be getting up, both carrying one of their kids. Jim should be pulling his gun out. Glenn is too. Dale is running

toward Andrea.

Panel three:
Small panel: Rick shooting a zombie.

2 SFX: Blam!

Panel four:
Small panel: Shane shooting a zombie.

3 SFX: BLAM!!

Panel five:
Small panel: In order to get to Andrea, Dale is shooting a zombie in the face at point blank range... dried brains should be blowing out of the back of his head. Remember, everyone is packing now.

4 SFX: BLAM!!

Page 17: six panels

Panel one:
Small panel: Dale is down with Andrea, trying to get her to stand up. In the background we should see Rick shooting another zombie... but not in the head... it keeps coming... but it's blowing its neck and shoulder out.

1 Dale: C'mon! It's not safe here!

2 Andrea: No.

3 Andrea (2): No.

4 Andrea (3): No.

Panel two:
Small panel: We're looking at Rick, the zombie with the neck and shoulder blown out is now getting shot in the head. It gotten really close to Rick though. Rick should look like his usual terrified self but this is one of the last times we'll see him like this.

5 Rick: AHH!!

6 SFX: BLAM!!

Panel three:
Small panel: Lori is leading, while holding Carl's hand pulling him along (he's holding his hat to keep it from blowing off). Carol is following with Sophia and Donna and Allen are trailing behind with the twins.

7 Lori: C'mon, there's not telling how many there are!

Panel four:
Wide panel: Lori and crew are at the car (Carol's), but even before they can grab the door handle another zombie is coming from around the side of the car... all should be leaping back in terror.

8 Lori: EEEK!!

Panel five:
Small panel: Lori is pulling her gun, trying to prepare to shoot the zombie... as she does so, another one in the background is coming after Donna and Allen.

9 Lori: Shit!

10 Lori (2): Shit!

Panel six:
Small panel: Without showing too much of Carl, Lori is dropping her gun before she can even point it. Carol is behind her, too scared to even touch hers. The zombie is getting closer. Allen is shooting the zombie that was coming after him and Donna in the background... he can take care of himself.

11 Lori: AH!!

12 SFX: BLAM!!

Page 18: six panels

Panel one:
Wide panel: Surprise! Carl has his gun drawn and is shooting the zombie up into his jaw, blowing his brains out of the top back of his head. As this happens, Lori should be picking up her gun. We should see that this zombie was close enough to kill them. Also, another zombie should be coming at Carol from the side.

1 SFX: BLAM!!

Panel two:
Small panel: Carol is holding Sophia, scared out of her wits... zombie coming after her... with no way of protecting herself.

Panel three:
Small panel: The zombie coming after Carol and Sophie is getting shot from behind, blowing it's brains through its face, but not onto Carol and Sophia... they're not in the line of fire.

2 SFX: BLAM!!

Panel four:
Small panel: As the zombie falls over, we see that Glenn is the one that saved their lives. Show Shane and Rick shooting more zombies in the background.

3 SFX: THUD!

Panel five:
Small panel: Glenn is down with Carol and Sophia; they fell avoiding the zombie or something. Sophia is nestled up with Carol, crying her eyes out.

4 Glenn: Are you okay?

5 Carol: Y--yeah.

Panel six:
Small panel: Rick is running up to Carl and Lori, who are both holding guns now, though Carl seems to know what he's doing more.

6 Rick: Are you okay?

7 Lori: Y-Yes... we're fine.

Page 19: four panels

Panel one:
Wide panel: In the foreground Dale is still down with Andrea, Shane is leaning over to talk to them as he shoots at a zombie in the background, there are about four left alive coming after people in the background. Jim is one of the people a zombie is after. The other three should be coming after Shane, Donna and Allen, Rick and Lori. Glenn and Carol are safe. They should be running to a car to get Sophia safe. Try and show all this in the background.

1 Shane: Dale, you've got to get her up! Get her inside the camper!

2 SFX: BLAM!!

Panel two:
Wide panel: Rick is protecting Lori and Carl, shooting the zombie that was coming after them in the last panel. Glenn and Carol should be running to safety behind them as the zombie's brains fly at us in the foreground.

3 SFX: BLAM!!

Panel three:
Wide panel: Donna and Allen are taking care of the zombie coming after them. Allen is shooting it... Donna is still frozen with fear. Allen is shooting a gun while still holding one of his sons. Be creative with this panel... make the zombie death look good.

4 SFX: BLAM!!

Panel four:
Wide panel: Jim is shooting his zombie in the shoulder as it comes at him... it's really close... Jim's not stopping it at all.

5 Zombie: RUHH!!

6 SFX: Blam!!

Page 20: six panels

Panel one:
Wide panel: Jim is falling on his back as the zombie falls over on top of him. In the tumble, Jim is getting a sizable chunk ripped out of his arm... so make that possible in these next panels but not noticeable.

1 SFX: FWUMP!!

Panel two:

Small panel: On the ground, Jim is rolling over on top of the zombie while it tries to bite at him (or is biting him) or whatever. Jim is not afraid of this shit... he's deep in it and ready to tear this thing apart with his bare hands. If you show his face... show intense rage.

2 Jim: GRRR!!

Panel three:

Small panel: Jim's on top holding his gun up, he's about to beat the zombie with it. Show some people in the background. Rick should be looking around for more zombies... or something.

Panel four:

Small panel (new row): Jim is beating the hell out of the zombie with his gun.

3 Jim: MY FAMILY!

4 SFX: KRAK!!

Panel five:

Small panel: More of Jim beating the hell out of the zombie... blood everywhere (most of it his own but we shouldn't know that yet).

5 Jim: MY FAMILY!!!

6 SFX: SPLORK!!

Panel six:

Small panel: More of the same... Jim should have blood and shit splattered all over his face now.

7 Jim: YOU KILLED THEM!!!

8 SFX: SPLUCK!!

Page 21: ten panels

Panel one:

Small panel: Shane is putting his hand on Jim's shoulder to stop him.

1 Shane: Jim... stop... it's over, Jim.

Panel two:

Small panel: Jim is standing up, dropping his gun next to him as he does. He's really weak and shaky as he stands up (blood loss).

2 Jim: ...

3 SFX: Thump. (gun hitting ground).

Panel three:

Small panel: Close on Jim, covered in blood looking down at the dead zombie.

4 Jim (small): It killed my family.

Panel four:

Wide panel: Show everyone in this panel... Shane and Jim, Rick and family... we're looking out across the camp... everyone is just standing around, in shock. There should be zombie bodies everywhere. Dale and Andrea are in the foreground looking down at Amy's body. Make sure you have Rick and family close to Jim... somewhat.

5 Dale: I'm so sorry, Andrea.

6 Dale (small) (2): I'm so sorry.

Panel five:

Small panel: Close on Andrea, she's looking down at Amy's dead body, still huddled over it.

7 Andrea: Oh, Dale...

Panel six:

Small panel: Close on Dale, looking down at Andrea with a look of horror on his face.

8 SFX: BLAM!

Panel seven:

Small panel: Andrea is looking up at us, crying... holding her gun where we can see it. We should see Amy's body in front of her as we look down at Andrea. Amy's brains are coming out of a hole in the top of her head from where Andrea shot her. She put the gun up to

Amy's jaw like Mr. White did to Tim Roth at the end of Reservoir dogs.

9 Andrea: ...I don't want her to come back like that...

Panel eight:

Small panel: Rick and Lori, standing face to face. Carl is standing next to them, holstering his gun.

10 Lori: I'm sorry I was mad at you... I was so stupid... if something had happened to you tonight I--

11 Rick: I know...

Panel nine:

Small panel: Rick and Lori are hugging. Lori should have Jim in her line of site when she hugs Rick, but set that up in panel four so you don't have to show Jim here.

12 Rick: ...it's okay...

Panel ten:

Small panel: Close on Lori, in mid-hug, looking over Rick's shoulder, startled by something she sees (Jim).

Page 22: three panels

Panel one:

Wide panel: Close on Lori, pulling away from Rick and looking over at Jim with a look of shock on her face. Others in the background should be looking in her direction turning around startled by her outburst.

1 Lori: Jim!! Jim, oh my god! You've been bitten!!

Panel two:

Large panel: Full body shot of Jim here... show as many of the campers as you can in the background, all eyes are on Jim, especially Lori, and now Rick is turning around to look at him too. There should be a HUGE fucking chunk missing out of his arm. Blood should be pouring out of his arm, dripping onto the ground next to him. He should be looking down at the wound while everyone looks at him.

2 Jim: That?

3 Jim (2): That's nothing... a scratch.

Panel three:

Wide panel: Close onto the arm, and the hole in it... nice and bloody... should be down to the bone almost... make it look nasty. I don't want to see anything in the panel but a close up on the arm.

4 Jim (off panel) (small): Just a scratch...

The Walking Dead #6

Page 1: three panels

Panel one:

Wide panel: This should look JUST LIKE the last panel of issue 5, only Jim's wound is bandaged and it's daytime. Have blood soaking through like the wound it's still really nasty and wet.

Panel two:

Wide panel: Pull back so we can see Jim's face... show that he's sickly and pale... with bags under his eyes. Make him look nasty but keep in mind he's going to look WORSE before he turns into a zombie so leave yourself some room to build on. We should be looking at him from the waist up, show a couple of people on either side. Make it Glenn and Shane.

Panel three:

Large panel: Pull back to show we're at Amy's funeral. Show everyone here. The cross from the cover is in the foreground. Some shovels should be lying to the side of the grave. Andrea has collapsed onto her knees (and then sat down) at the foot of the grave. Dale is standing behind her with a hand on her shoulder trying to comfort her. Everyone should look cold... with breath (when exhaling) and the whole nine yards. Make sure it's snowing here... maybe a little lighter than in issue five... just a flake here and there. Everyone

is sharing blankets, Rick and family, Allen and family, Carol and Sophia... Dale should have one on so it looks like he was sharing it with Andrea. Shane shouldn't have one... he's trying to look like it's not that cold so Rick won't bring up moving the camp. He should have his hands deep in his pockets and look like he's colder than anyone else. Glenn has his own blanket, since he's the one that stole them from the city. Some should have their blankets draped over their shoulders. Others should have them up around their heads, like Glenn for instance. Rick and Allen would be more concerned with their children so make sure they're holding them close to keep them warm. Maybe have Donna and Allen have a blanket and both of them holding a twin under it... or something. Have people wearing sweat pants as scarves and shirts as gloves and shit like that... they're wearing all the clothing they own right now. Later on I'm going to show Rick slipping on his jeans over his police pants (or vice versa, your pick). This is where people stop looking like normal people-clothing wise... they've got shirts wrapped around their arms... shit like that... anything to stay warm. Except Shane... who maintains, "it's not that cold, we're fine." EVERYONE is packing heat (except for the non-Carl kids). So don't forget to show that. From now on... EVERYONE has guns... at ALL times. They're in an open area... away from the camp... like say... the area Glenn and Rick are in before they get to the nerd zombie to hack him up in issue 4. Show open pasture behind them... or something... go light on the trees... but show some buildings in the distance just to show how close they are to Atlanta.

Page 2: four panels

Panel one:
Wide panel: Zoom in close on Shane... he's a doing soma talkin'. He should look sad... also, show the people around him looking at him as he talks.

- 1 Shane: She always had something to say. That's one thing I loved about Amy. When we were all too shook up... or preoccupied or just plain scared.
- 2 Shane (2): She said something.
- 3 Shane (3): She made us laugh... lightened up the mood... no matter what.
- 4 Shane (4): I-- I wish she were here now.

Panel two:
Wide panel: Close on Donna and Allen... Donna's talking. Both of them y'know... looking sad.

- 5 Donna: We may not have gotten along... but I loved her... I love everyone here. We all lean on each other... we all need each other. This is hard on us all, but she seemed to take it in stride.
- 6 Donna (2): We could all learn something from her.

Panel three:
Wide panel: Jim is looking up... like I say... he's sick, messed up... but he's got a ways to go before he becomes a zombie.

- 7 Jim: She was a pretty girl... smart too. She shoulda been going to college... living her life... being young... being happy. This should never have happened.
- 8 Jim (2): She didn't deserve this.
- 9 Jim (3): Nobody deserved this.

Panel four:
Wide panel: Pull back to show everyone looking at Jim... still looking sad, not surprised... but it should be clear that they're all a bit shocked to hear him say so much.

Page 3: seven panels

Panel one:
Small panel: Put Dale in the foreground, but have Andrea's head popping into frame. Show the rest of the bunch in the background. Dale and Andrea should be closer to the grave than anyone else. As he talks Dale should be putting the blanket he and Andrea were sharing on Andrea's shoulders... she doesn't notice.

- 1 Dale: She came into my life at a time when I was

ready to die. She gave me back my will to live... and I'll never be able to thank her for that.

Panel two:
Small panel: Close on Rick. Sad... and all that jazz.

- 2 Rick: I'll miss her. We'll ALL miss her.
- 3 Rick (2): It's just not going to be the same.

Panel three:
Wide panel: Everyone is turning to leave... slowly, some aren't moving... just standing still... the funeral is over. Andrea doesn't budge. Dale stays behind her. Blankets should be given to the women in cases where they were sharing... the women walk with the kids... the men are... cold. They can't all shuffle along under the blanket.

Panel four:
Small panel: Rick is flashing Shane a dirty look as he turns to walk away. As if to say... "you want to move the camp, NOW?" Something very subtle... done with just the eyes, the mouth should not be showing any anger.

Panel five:
Small panel: Shane is looking down at the ground, away from Rick. He feels responsible, and it's tearing him up.

Panel six:
Wide panel: Andrea is in the foreground, at the grave, unmoved. Dale is about five feet behind her... having walked away, looking back at her. The rest of the camp is further away... like they walked off and then Dale walked off after a brief delay.

- 4 Dale: Andrea?
- 5 Dale (2): ...

Panel seven:
Wide panel: Same as last only now Dale has turned to walk away and the camp is further away. Andrea is unchanged... looking at her sister's grave.

Page 4: six panels

Panel one:
Wide panel: We're inside Jim's tent (the big one, right?) Jim is on his back... lying in a sleeping bag. Donna is hunched over him with a wet piece of cloth, putting it on his forehead. We should see a bucket of water beside her that they keep there. There should be a pile of blankets on top of Jim. Donna should be wearing the same clothes (because it's everything she owns) but this is at least a day later. Make Jim look a little bit worse... this is the second of three times we see him so make this the midpoint of how bad he's going to look. Give yourself somewhere to go after this.

- 1 Donna: Do you need more blankets?
- 2 Jim: No...
- 3 Jim (2): ...I'm fine...

Panel two:
Small panel: Close on Donna putting the cloth over Jim's forehead.

- 4 Donna: This should cool your face down a little.
- 5 Jim: Thanks...

Panel three:
Small panel: Close on Jim, talking.

6 Jim: Boss at my garage... first guy I saw attacked. He turned in a couple hours. No one's ever lasted more than a day... not after being bitten.

- 7 Jim (2): Guess I'm lucky.

Panel four:
Small panel: Close on Donna, looking down at Jim.

8 Donna: Maybe you won't turn. Nobody knows anything for sure.

Panel five:
Wide panel: Donna is in the foreground crouched down and turning to leave the tent. Jim is in the background, lying down looking at her. I know this is going to be

subtle but show that her holster is unsnapped as she leans down in the foreground. She's not taking any chances around Jim, she thinks he'll go any minute. No need to show her face... focus on the holster.

9 Jim: Yeah...

Panel six:

Wide panel: Close on Donna looking back at Jim as she begins to exit the tent.

10 Donna: If you need anything... you know where to find me.

Page 5: five panels

Panel one:

Wide panel: Donna is coming out of the tent. As she does so, Allen should be standing about five feet away from the tent looking at Donna, like he heard her coming out and was waiting on her. Show others in the camp in the background. NOT Carl, Rick, or Shane... and NOT Andrea and Dale... anyone else... throw them back there. It's NOT snowing today... but there should be snow on the ground and everyone should be bundled up.

1 Allen: Thanks for checking in on him, hon. All the other girls are too scared to get near him and he won't let any of the men touch him.

1 Allen: How is he?

2 Donna (small): Worse.

Panel two:

Small panel: Close on Donna... but she's walking toward Allen, away from the tent as she talks (so Jim won't hear).

3 Donna: If what Dale said about his wife is true... he hasn't got long to go. Dale's wife turned in about half a day. Jim's going through the same stuff... it's just taking longer for him.

Panel three:

Small panel: Allen walking along side Donna.

4 Donna: He says his whole body is freezing but he'd almost burn you if you touched him. He's still got his wits though... we'll see.

Panel four:

Small panel: Close on Allen looking over at Donna.

5 Allen: Maybe it won't happen to him.

Panel five:

Wide panel: Zoom out to show more of the camp while Donna and Allen walk. Lori and Carol are watching the kids play (minus Carl who we'll see on the next page). They're next to the fire for warmth. Glenn is keeping watch, all bundled up. Andrea and Dale are in the camper... consoling each other. So yeah... now you know what to put in panel one... yay.

6 Donna: Yeah...

Page 6: six panels

Panel one:

Wide panel: Rick and Shane are walking toward us... hunting. They're in the woods. Carl is with them. His gun is holstered. Rick and Shane are both carrying rifles. Rick should be looking down at Carl as they walk. Carl should have his hand on his gun like he's about to draw. Snow should be on the ground but no snow falling... this is the same day as on pages 4 and 5. Rick and Shane should be bundled up but not too padded. Carl should have a bunch of clothes wrapped around him to keep him warm... he should look pretty funny. But he's wearing the hat somehow... he's never without it, now.

1 Rick: No shooting today, Carl. Just watch us and stay quiet.

2 Carl: Aw dad!

3 Rick (2): Quiet! You don't want to scare our dinner away.

Panel two:

Small panel: Close on Carl, looking up at Rick.

4 Carl: Sorry.

Panel three:

Small panel: Shane is putting his hand on Carl's chest, to get his attention... to shush him. He should be making the shush motion with his hand like he did in ish 3. Rick should be looking at him too... all should be stopping.

Panel four:

Wide panel: Shane is in the background shooting a rabbit that we should see in the foreground... or vice-versa... whatever.

5 SFX: BLAM!!

Panel five:

Small panel: Close on Rick, looking over at Shane.

6 Rick: Good one. Few more of those and we'll be set.

Panel six:

Small panel: Shane is walking out to where the rabbit was to get it. Rick and Carl stand watching him in the background. Shane's not replying.

Page 7: nine panels

Panel one:

Small panel: Carl is looking up at Rick. Show that Shane is walking back toward them with the rabbit... he's close enough to hear Carl.

1 Carl: We don't have to get as much as usual, dad. Amy's dead... and Jim's too sick to eat.

Panel two:

Small panel: Rick looking down at Carl... he's hurt by the fact that Carl has to deal with this stuff at his age. Give him a look of overwhelming regret... he feels he should have pressured Shane to move the camp more.

2 Rick: I know, son... I know.

Panel three:

Small panel: Close on Shane... irate... crazy looking.... yelling.

3 Shane: GOD DAMMIT, Rick! It's not my fucking fault!?!

Panel four:

Small panel: Rick is getting in Shane's face, yelling back.

4 Rick: Like hell it is! I TOLD you this was going to happen! We're not safe here! How many more people have to die before you realize that?!

Panel five:

Small panel: Close on Rick.

5 Rick: If I thought we could survive on our own I'd leave the rest of you here and take Carl and Lori with me. We need to get out of here, Shane. Let's siphon what little gas we have out of the cars and into Dales Camper and go. Today... right now... let's just get away from the city-- find someplace safe!

Panel six:

Small panel: Close on Shane... irate.

6 Shane: Think Rick! We'll be lost out there. The Amy is going to drive through here any day now with supplies and shelter and all this will just go away... I don't want to risk being out in the country... I don't want to risk being left behind!

Panel seven:

Small panel: Pull back to show Rick arguing with Shane while Carl runs into the foreground crying. All this fighting has upset him.

7 Rick: What are you basing that on?! What indication do we have that we're not the ONLY survivors!?! What was that attack on the camp? Are they hunting in packs now? We know nothing about them!

8 Rick (2): We're not SAFE!!

Panel eight:

Small panel: Close on Rick turning to look into the foreground... he sees Carl running off.

9 Rick: CARL!!

Panel nine:

Small panel: Rick is running after Carl into the foreground. Shane should just be standing in the background watching him run away.

Page 8: four panels

Panel one:

Wide panel: We're in Dale's camper... the back part... the bedroom. Andrea is sitting in the center of the bed, with her knees up in front of her and her arms around her knees. She's pretty upset about Amy. Dale is sitting on the edge of the bed behind her... with one leg hanging off the side of the bed and the other up on the bed like he's sitting half Indian style. He should have his hand on her back... trying to console her.

1 Dale: Andrea... is there's anything I can do...

Panel two:

Wide panel: Stat...no change.

Panel three:

Wide panel: Stat... no change.

Panel four:

Wide panel: Stat... but have Dale looking down now... upset... Andrea's been like this for days. She hasn't said a word.

Page 9: five panels

Panel one:

Wide panel: We're back in Jim's tent. Donna is caring for him. It's been another day... Jim is much worse off. This is about as bad as he gets. He's hours away from turning into a zombie (dying). All in all... Jim lasted three days. If anything disputes that, let me know. I'm thinking health and youth lengthens the process. Dale's wife... a few hours, Jim, a few days... Carl would last a week, maybe.

1 Donna: No... we can't do that to you. You could start getting better. This would be murder.

2 Jim: Donna... you don't understand. I can feel it coming. This-- this has to be done. I--

Panel two:

Small panel: Close up on Dale, coughing, he's turning his head away from Donna but is too weak to get his hand up there fast enough. Show his hand halfway up though... like he's trying to cover his mouth.

3 Jim: Cough! Cough!

Panel three:

Small panel: Close on Jim again... sick... looking half asleep or something... talking.

4 Jim: Please... they have to do this for me. Talk them into it. It's the only way I'll ever be with my family again...

Panel four:

Small panel: Close on Donna, sad... one single tear rolling down her cheek. She's become quite close to Jim these last two days.

Panel five:

Wide panel: We're outside the tent as Donna comes out. She's visibly a little shook up. Rick and Shane and Lori and Allen are all standing outside the tent... like they knew what was being discussed in there and were waiting for the outcome.

5 Donna: Jim knows what he wants to do...

Page 10: four panels

Panel one:

Large panel: We're at the edge of the woods just before the edge of the city where the warehouses are. Show the trees thinning in the background and show the city though them... very big and prominent. This is important and you've NEVER done it. The buildings seen through the trees should be as close as if you were a block away from a big ass building and someone took your picture. The city should be big and dense and detailed... draw it first and then draw the tree limbs in black over them. It needs to be CLEAR that the city is RIGHT THERE. In the foreground on the LEFT side of the panel (so you see him first) Jim should be slumped up against a tree. Rick and Shane (who carried him) should be standing in front of him, backing away. The rest

of the camp should be standing back a few feet... they should seem preoccupied by where they're at. Parents are clutching the children... holding them tight. Glenn and the singles are looking around nervously. ALL of them should be crying or almost crying (except for Rick and Shane, and Allen). Donna should be weeping into Allen's shoulder. Dale should be biting his lip to fight back the tears. Andrea is back at the camp... still in the camper... she's in bad shape.

1 Rick: Jim... are you absolutely sure about this?

Panel two:

Wide panel: Close on Jim, slumped up against the tree. He should be crooked, and unable to hold up his head properly. It should look like somebody laid Stephen Hawking against a tree. He's trying to look up at Rick... but he's near dead... I'll be working up the dialogue when I letter in all his scenes to make it more broken... I'm just not typing it as broken up as it will be. He will have the zombie balloons on this page.

2 Jim: L--Leave me.

3 Jim (2): When I come back... maybe I'll find-- find my family...

4 Jim (3): ...

5 Jim (4): ...maybe they c-- came back, too.

6 Jim (5): Maybe we can be together again.

Panel three:

Wide panel: Close on everyone in the camp as they continue to cry. Rick is still in front, looking at Jim, upset but not crying. Shane has his back to us... he's already started back for the camp but he's not walked past everyone else yet.

Panel four:

Wide panel: Shane is now walking past everyone and they are all turning to walk with him. Rick is walking away but is turning to look back at Jim as he does so.

7 Rick: Goodbye, Jim.

Page 11: four panels

Panel one:

Wide panel: In the foreground on the RIGHT side of the panel we should see Jim slumped up against the tree (reverse from panel one of last page). In the background we should see everyone walking away through the field we saw Glenn and Rick in at the end of issue four.

Panel two:

Wide panel: Stat Jim, everyone walking is further away.

Panel three:

Wide panel: Stat Jim, fix it so that this is the last time we see people in the background, either we see them walking into the woods here or something. But this is the last time we see them. Show some people looking back at him for one last look as they walk away.

Panel four:

Wide panel: Stat Jim... he's all alone, now, nobody in the background. If you're feeling particularly gung-ho about this page... change Jim a bit in each panel... have him slumping more or something... whatever.

Page 12: five panels

Panel one:

Wide panel: We're looking at the camp in the morning. Allen is up top on the camper... most everyone else is asleep in their tents and cars. Show the fire burning... but a bit died down from sporadic tending through the night. Snow should lightly dust the ground and random... very sparse flakes should be falling. Somehow make it look like early morning... do whatever you can...

Panel two:

Wide panel: Rick is walking out of his tent. As he opens the flap we can see Lori sitting up with messed up hair yawning, stretching. Show that Rick's fly is undone and pants are unbuttoned and while that pair is loose and hanging off him... he's wearing his other pair of pants under them. He's also still bundled up... they don't really change to sleep... just unbutton stuff so it's more comfortable. Show Dale coming out of the

camper in the background.

Panel three:

Tall panel: Rick is standing in front of his tent, stretching. Shane is walking up in the background, carrying a rifle. He was off in the woods shitting. He should have a paper or something rolled up under his arm and be carrying a role of toilet paper too.

1 Rick: YAWN!

Panel four:

Small panel: In the foreground Carl is coming out of the tent. Rick should be in the background looking over at him all squinty-eyed half asleep, smiling at him.

2 Rick: Morning.

3 Carl: Good morning, dad.

Panel five:

Small panel: Close up on Shane... he's not smiling at Rick... they're barely on speaking terms at the moment. Do your best to add visual tension between them in every panel.

4 Shane: Let me know when you're ready and we'll go hunting.

Page 13: six panels

Panel one:

Small panel: Close on Rick... no kindness to his face.

1 Rick: Just give me a few minutes to wake up and I'll be ready to go.

Panel two:

Small panel: Close on Carl, looking up at his dad while Lori comes out of the tent behind him.

2 Carl: Can I go, too?

Panel three:

Small panel: Close on Rick as he crouches down to talk to Carl. Carl should look disappointed.

3 Rick: Sorry, son... not this time.

4 Carl (2): Aw, man!

Panel four:

Small panel: Shane should be looking back at Rick, agitated... he knows something's up. He's throwing his newspaper and t.p. into his camp, remember... his tent is right next to Rick's.

5 Shane: C'mon, Rick. Why not let him come along?

Panel five:

Small panel: Rick is standing back up, looking over at Shane.

6 Rick: Because... we need to talk, Shane.

Panel six:

Wide panel: Pull back to show Rick and Shane standing right in front of each other. Lori is grabbing Carl's shoulder to sort of pull him away from the two men... she can see the argument coming. They should both look pretty pissed at each other. Rick should be pointing his finger into Shane's face.

7 Shane: What do we have to talk about?

8 Rick (2): What the hell do you THINK?

Page 14: six panels

Panel one:

Wide panel: Shane is punching the shit out of Rick. Don't make this too comic booking and foreshortened but I want it to have impact and surprise people. Shane should be punching him in a downward motion, pushing Rick's head down. Rick should be really moved by the punch, he was not expecting it. Rick should have his back to us... Shane should look INSANE... because he is now. He should have his hunting rifle in the other hand from here on out.

1 SFX: POW!!

Panel two:

Wide panel: Rick is down on the ground in the foreground. He's on one knee, with one hand down... the

punch really fucking him up (like it was real life). We should again be looking at him from behind. Shane should be hunched over in front of him, screaming... looking even more crazy. Lori should be in the background, running toward Shane (somehow). Carl should be in shock.

2 Shane: IT WASN'T MY MOTHER FUCKING FAULT!!

3 Lori: You son of a bitch!!

Panel three:

Small panel: Lori is scratching Shane on the side of his face. He didn't see her coming. The scratches aren't too deep... but it should be visibly hurting Shane... with maybe some specks of skin flaking off as Lori scratches.

4 Shane: AACK!

Panel four:

Small panel: We're looking down on Rick as he gets up. He's got muddy snow on the hand that went down. His nose is bloody... but not too busted, and his eye is black... or getting black (I don't know how long that takes). Shane mainly hit him in the eye but Rick's nose should be bleeding as well. He should be looking up at Shane with a stern look on his face.

Panel five:

Small panel: Lori is putting her arms around Rick as he stands up. She's looking back at Shane with a PISSED look on her face...

5 Lori: Stay away from him you FUCKING LUNATIC!

Panel six:

Wide panel: Close on Shane... his eyes are starting to tear up slightly... no tears yet but a little bit of water is gathering under his eyes. He's devastated...

Page 15: eight panels

Panel one:

Small panel: Close on Lori and Rick, basically in the same pose as panel five of the last page. Lori holding onto Rick... but now Rick is looking over at her.

1 Lori: What the fuck is WRONG with you?!

2 Rick: Lori.

Panel two:

Small panel: Another close shot of Shane. His world is crashing down around him... Lori doesn't love him... he's not crying... but he's more upset now than ever in the book.

3 Shane: I--

Panel three:

Wide panel: Pull back to show all the other people in the camp looking on in shock. Allen is on top of the camper looking. Carol standing next to her car with Sophia, Glenn is next to his car. Donna is coming out of their tent... Dale is standing next to his camper... they're all looking at Lori, Shane, and Rick in the foreground. Shane is still stunned... just looking at Rick. Rick and Lori haven't moved. Carl is frozen near their tent... not crying... just in shock... he's never seen anything like this.

Panel four:

Small panel: Close on Carol and Sophia... shocked.

Panel five:

Small panel: Close on Donna... shocked.

Panel six:

Small panel: Close on Glenn... shocked.

Panel seven:

Small panel: Close on Allen... shocked.

Panel eight:

Small panel: Close on Dale... shocked. Don't make any of these look too shocked... some should just look worried... or concerned... or anticipating what happens next... wondering if Rick is going to attack him.

Page 16: seven panels

Panel one:

Wide panel: Close on Shane again... just like panel

six of page 14. Shane has one, single tear streaming down his cheek... he thinks everyone thinks of him like Lori does now. After all he's been through... now he feels like he doesn't have a friend in the world... he's losing it. Make the scratches on his face pretty visible now... they've got a little blood on them... but nothing should be dripping down his face.

1 Shane: I--

Panel two:
Small panel: Close on Shane... the sadness is gone... he's looking angry again. He's "toughening up."

Panel three:
Small panel: Shane is turning to walk out of the camp, toward the woods. He's going hunting... all by himself.

2 Shane: FUCK THIS!

Panel four:
Wide panel: Rick and Lori are in the foreground seen from the side, Shane is in the background walking away from the camp... show others in the places they were before... watching Shane walk off. Rick should be looking right at Shane as he walks away.

Panel five:
Small panel: Close on Rick... he's lowering his head... upset... he knows he has to talk to Shane... he's still his friend... he sees something is eating at him.

3 Rick: Sigh.

Panel six:
Small panel: Rick is getting up, running toward us... leaving Lori behind.

4 Rick: SHANE, WAIT!!

Panel seven:
Small panel: Lori is sort of slumping down onto her knees. Rick's gone and she was sort of holding onto him... she should be bawling her eyes out. Carol should be running towards her in the background.

Page 17: four panels

Panel one:
Wide panel: Lori is in the foreground crying. Dale and everyone are walking, or running toward her to make sure she's okay. Rick is running into the woods in the background. Carol is already beside Lori, consoling her. Carl stands motionless near the tent... everyone should be running past him to get to Lori or about to.

1 Lori (small): What's happening to us?

Panel two:
Wide panel: Same shot as last panel, only Rick is gone now and everyone is standing by Lori... with Carl behind them. Carl should be looking back at the woods where his father just ran.

2 Dale: Lori, are you okay?

Panel three:
Wide panel: Same with all the people in the foreground... don't stat... change them a little, they're not motionless. Lori should be lifting up the hand she scratched Shane with. She should have blood on her fingers... not much... but we should see it. Behind everyone... Carl is turning to run back into the woods.

3 Lori: It's never going to be the same again. We're never going to be normal...

Panel four:
Wide panel: Same again... but don't stat... at least not completely. Lori is still looking at her bloody hand. In the background... Carl is almost out of view.

4 Lori (2): Just look at us.

Page 18: six panels

Panel one:
Wide panel: Shane is in the foreground, walking toward us in the woods. He's got tears running down his face... he's lost it. He's deep in the woods. Rick should be coming up behind him. Make sure there is NO trail and that the woods are dense... don't show anything but trees seen through the trees and have fallen trees and overgrowth all over the ground... I don't want to see any dirt or grass... this is THE

WOODS. Most everything should have a light dusting of snow on it and it should STILL be snowing REALLY lightly. Rick should be stepping over a tree on the ground as he walks towards Shane. He should be at least 15 feet behind him. Shane has LOST it. His mind is gone... he's bawling and snotting and everything.

1 Rick: Shane! Stop!

2 Rick (2): Stop!!

Panel two:
Small panel: Shane is spinning around, pointing the rifle at Rick. He should be biting his lip or something... looking nutty as he spins around.

3 Shane: WHAT?! What do you want?!

4 Shane (2): You come to RIP the heart right out of my chest?!!

Panel three:
Small panel: Rick is ducking a bit while talking to Shane so the gun isn't pointed at him.

5 Rick: What are you talking about?

6 Rick (2): Hey, careful with that!!

Panel four:
Small panel: Close on Shane... snot coming out of his nose... drool, tears... make me show you a panel for Battle Royal to show you what I want. This guy should almost not be recognizable as Shane.

7 Shane: Go ahead and rip it out, Rick! I don't fucking need it any more!!

8 Shane (2): Take it!

9 Shane (3): TAKE IT!!

Panel five:
Small panel: Close on Rick just looking confused... his nose is all dried up... his eye is looking a bit blacker. He should have his hands out like he's trying to calm Shane down.

10 Rick: Shane, I--

11 Rick (2): Can you please just put the gun down?

Panel six:
Small panel: More crazy Shane... but he's still pointing the gun at Rick.

12 Shane: You really did it for me buddy! You really did it! Oh yes you did! I'm nothing now, buddy!

13 Shane (2): Nothing!!

Page 19: six panels

Panel one:
Wide panel: Another close up on Crazy Shane... make him yelling and spitting here.

1 Shane: I've got NOTHING, Rick!! No FRIENDS! No FAMILY!! No RESPECT!! NO FUCKING LIFE!!

2 Shane (2): This fucking world! This fucking god-forsaken world of SHIT! There's nothing for me here RICK!!

3 Shane (3): NOTHING!!

4 Shane (4): I thought I could make it... I thought I could hold out... wait until they came and rescued us. They would have brought us nice beds... and hot showers... and fresh clothes! They were coming RICK!

5 Shane (5): We were going to be OKAY!!

Panel two:
Small panel: Rick has now forgotten about the gun pointed at him... he's just trying to help his friend... who's obviously nuts.

6 Rick: We still ARE, Shane. Everything's going to be fine!

Panel three:
Small panel: Close on Shane... looking a little

calmer... but not much.

7 Shane: I can't live like this, Rick! I thought I could but I CAN'T!

Panel four:

Small panel: Pull back to show Rick and Shane standing in front of each other. Shane has lowered the gun. Both seem calmer.

8 Shane: I thought I could... and I did. Everything was going so good. She would have come around eventually... I know it.

9 Shane (2): She would have.

Panel five:

Small panel: Rick is looking angry again... he knows he's talking about Lori.

10 Rick: What?

Panel six:

Small panel: Close on Shane... calm... looking down.

11 Shane: Everything was so perfect...

Page 20: five panels

Panel one:

Wide panel: Shane is lifting the gun back up, pointing it right at Rick's chest. Rick is stepping back with his hands raised... yelling at him. Shane should be looking crazy again... but not as much as before.

1 Shane: ...Until YOU came back!!

2 Rick: God dammit, Shane! Stop this!!

Panel two:

Small panel: Close on Shane... still pointing the gun at Rick.

3 Shane: No, Rick... this is the only way! This is what has to happen... you weren't MEANT to come back... you weren't meant to LIVE!

Panel three:

Small panel: Rick is crying... yeah... again... his hands are up... he's pleading with Shane.

4 Rick: Please, Shane. Don't do this...

Panel four:

Wide panel: We don't see where the shot is coming from but Shane has a bullet shooting through the side of his neck. Show a splatter of blood shooting off his neck as it happens. He should be dropping the rifle as he gets hit. You can just show Shane in this panel if you want... and have the background filled with sound effect... that would make it easy not to show Carl.

5 SFX: BLAM!!

Panel five:

Wide panel: Close on Carl... with his pistol held out in front of him with both hands... he's crying like a girl too... make the tip of the gun shaking, too... this was a LUCKY shot.

6 Carl: Don't hurt my daddy again!

Page 21: six panels

Panel one:

Small panel: Close on Shane, grabbing his throat. Show the wound from the side so we can see the stream of blood just pouring out of his neck... splashing onto his hand as he brings it up... I want to SEE the stream come out and off his neck... don't do it in color like you did with Amy's wound. The blood shouldn't be FLAT on his neck... it should be pouring.

1 Shane: Gak!

2 Shane (2): Guk!

Panel two:

Small panel: Carl is dropping his gun, and running toward Rick... who's in the foreground getting down on one knee with his arms out to "catch" Carl. Carl should be crying really hard... both of them should be.

3 Rick: Son!

Panel three:

Small panel: Pull back to show Shane, still standing... but teetering. The big thing about this panel is that blood has covered the front of Shane's body... it's dripping down the arm that he has up to his neck and off the elbow. It's covered his front all the way down to his knees. Carl really fucked him up. Blood should still be gushing out of his neck. He's dying here... about to fall over.

4 Shane: GARGLE.

Panel four:

Wide panel: Shane is falling over in the foreground... hitting his knees in this panel. The rest of him should be off panel... from the waist or so up. In the background Rick has his back to Shane... holding Carl... but Carl isn't hugging him in a way that he's looking over Rick's shoulders to see Shane. Carl is snuggled into Rick's chest... we should barely see Carl in this panel... just enough to see that he's there.

5 SFX: Thap! (knees hitting)

Panel five:

Wide panel: Same as last panel... only Shane should be falling into frame. No change on Rick and Carl in the background.

6 SFX: THUMP! (rest falling)

Panel six:

Small panel: We're looking at Carl and Rick from the front now... stay tight enough on them that we don't see Shane in the background. Carl is scared to death, clinging to his father... tears running down his face and neck... he's really upset... just digging into Rick... really hugging him tightly.

7 Rick: Oh, Carl...

Panel seven:

Small panel: Close on Carl... stopping to lean back a little and look up at his dad. Show this from the side... like we just zoomed in on panel six. DO NOT do this from Rick's POV where we're looking down on Carl.

8 Carl: It's not the same as killing the dead ones, daddy.

Page 22: splash page

Pull back to show Rick and Carl curled into a ball in the center of the panel. Rick's on his knee's Carl's just leaning into Rick, not really holding himself up... they both holding onto each other for dear life. We can see Shane's body in the background but it's mostly hidden behind Rick and Carl... what we should see is a huge pool of blood around Shane mixing in with the snow on the ground. Make Rick and Carl take up a sixth or an eighth of the page... not too small... but not too big. Go all out on the woods... like on the first Beastman page. This ends the TPB so make it look good.

1 Rick: It never should be, son.

2 Rick (small) (2): It never should be.