

THE KIDS ARE ALRIGHT

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Note: This sample script takes place between Episode 2 and 3 of Telltale's *The Walking Dead* series. CUTSCENE and FREE ROAM are used to indicate cinematic or player control sections.

EXT. HILL OVERLOOKING JUNKYARD - MORNING

CUTSCENE:

Lee, Kenny, and Lilly stand on a hill overlooking a junkyard. A fence surrounds the complex, but the gate is open. In the center of the junkyard, a U-Haul is suspended several feet in the air, gripped by a tower crane.

Surrounding the U-Haul is a caravan of cars, all circled up.

LILLY

Like an old West wagon train.

LEE

Yeah, but where is everybody?

KENNY

Who cares? Gate's wide open. Let's check it out. Maybe there's food in that U-Haul.

Kenny glances quickly at Lilly, expecting disapproval.

LILLY

What? I agree with you, for once. Scrap metal. Heavy machinery. With the right tools, we could turn that Motor Inn into a fortress.

KENNY

Or find a new radiator for the RV and head to the coast.

LILLY

The RV again?

KENNY

Duck needs open space. And grass. I'm sick of watching him play on the concrete with Clementine.

(Glances at Lee)

Nothing meant by that, Lee.

LEE DIALOGUE CHOICES:

A) Yeah, I know.

LEE

Yeah, I know. I wish there was just one tree for Clementine to climb.

LILLY
Instead of climbing trees, she
should be learning how to use a gun.

LEE
She's only eight.

Lilly shakes her head.

Text: *Lilly will remember this.*

B) At least she behaves.

LEE
At least she behaves. Duck doesn't
know when to keep quiet.

Text: *Kenny will remember this.*

KENNY
Hey! He's a good kid.

LILLY
Lee's right. One day, Duck's gonna
get us into trouble.

C) Let's focus.

LEE
Let's focus, Kenny. Something's
strange about this junkyard.

LILLY
Thanks, Lee. Don't let those kids
distract you.

KENNY
You got something against the kids?

LILLY
Yeah, I just told you.

D) ...

DIALOGUE MERGE POINT:

EXT. JUNKYARD ENTRANCE - MORNING

FREE ROAM:

The sound of CHAINS CLINKING comes in the distance. A huge grin appears on Kenny's face. He heads down one row of cars.

KENNY

Holy shit. What a find! There's gotta be a radiator.

Lilly's eyes narrow. She's searching for something.

LILLY

This place looks well defended—aside from the gate. I don't trust it.

LEE

Keep your eyes out for walkers.

Lee can pick through a plastic storage container of board games: Clue, Outburst, Yahtzee, Risk, Monopoly, Apples to Apples. For example, Risk, the game of world domination.

LEE

Well, we got the time to finish that nowadays. Too much time.

For example, Lee inspects a Yahtzee box, which portrays a cheesy, happy white family.

LEE

Don't even want to think about what happened to them.

Eventually, he heads down the aisle, cuing:

CUTSCENE:

KENNY

Oh shit...oh shit...

Kenny's running right at Lee. Zombie GROANING grows louder and louder.

KENNY

Run!

The two sprint towards the entrance. Lilly pulls out her rifle and takes aim. Kenny runs to the right, Lee heads left. Tripping over something, he spills to the ground.

LEE

Dang...

Lee rubs his ankle, wincing. It's already swollen to the size of a tennis ball. A mangled tricycle rests beside him - blue, with cloud stickers on a half-chewed seat.

The HIGH-PITCHED GROANING comes again, practically on top of him. He looks up...

A collar and chain are attached to the neck of a child-walker, just a few feet from him. Her face is pale and gaunt.

Lee crab-walks back towards the group, watching the child-walker struggle against the chain.

LILLY

There's your guard dog.

KENNY

Holy...

Lee's still eyeing the child-walker. In the distance, another chain GROANS. Something CRASHES to the ground.

The child-walker gains another foot, face to face with Lee. GUNSHOT. A bullet hole appears in the child-walker's forehead and she crumples.

Now more child-walkers appear - all chained. Two girl-walkers, in matching striped shirts, block the route to the circled car caravan and the U-Haul.

A boy limps up next to the open gate, his leg clearly broken. He's wearing a Dale Earnhardt tee-shirt four sizes too big for his body.

Kenny and Lilly are back to back, rifles ready. But the child-walkers can't pursue them.

Slowly, the two relax and turn their attention to Lee, still down, wincing and shaking his head.

KENNY

Are you okay?

LEE

Twisted it. Pretty bad.

Kenny bends down to inspect the injury.

KENNY

Here, get that shoe off so...

LILLY

No, make it tighter. The shoe will keep the swelling down until we can get you back to camp.

She starts to help Lee up.

KENNY

Do you always have to argue the opposite?

LILLY

If you hadn't noticed, we've got bigger problems right now than you being wrong.

Kenny inspects the dead child-walker.

KENNY

Jesus...you didn't even hesitate.

LILLY

I'd like to go on living.

The two little girl-walkers blocking the U-Haul are SNARLING in creepy, high-pitched voices.

KENNY

Why do you think they're chained up?

LILLY

It's almost like someone decided they needed some guard dogs.

LEE

But they're all kids.

KENNY

That's sick.

LILLY

Who knows? Maybe whoever was watching over these kids decided they were too much trouble.

KENNY

What's wrong with you?

LILLY

Look, I'm not saying we're like that, but from a survival point of view, children are liabilities. Right, Lee?

LEE DIALOGUE CHOICES:

A) You're right.

LEE

You're right. From a certain perspective, kids are a liability.

KENNY

Is that how you see Clementine? A liability?

LEE

Of course I don't. I'm just saying that Lilly's got a point. And maybe these folks thought that way too.

Text: *Kenny will remember this.*

B) Not at all.

LEE

Not at all. These days, Clementine's just about the only thing that keeps me going.

KENNY

Me too. I don't even want to think about where I'd be if that walker had gotten Duck on the farm.

C) How can you say that, Lilly?

LEE

How can you say that, Lilly? You think Duck and Clementine are liabilities?

LILLY

Think about it. Duck and Clementine can't provide for themselves or defend themselves. That's a fact.

KENNY

Don't make this personal.

LILLY

But it is personal. Can Duck shoot a walker from fifty yards? Can he protect you while you look around for a stupid radiator?

Text: *Lilly will remember this.*

D) ...

DIALOGUE MERGE POINT:

Lilly points at the two girl-walkers guarding the U-Haul.

LILLY

Here. Target practice.

Lilly hands her rifle to Kenny. He takes aim at one of the child-walkers, a girl with bows in her hair and a summer dress.

He hesitates, shoots her, and turns away.

KENNY

She's right. These aren't children anymore.

Lee is clearly horrified, though no one seems to notice. He's still staring at the remaining girl-walker blocking the path to the U-Haul.

Kenny hands the rifle back to Lilly, who offers it to Lee.

LILLY

Do it. This is a different type of practice. It's for your own good.

LEE's Choice: Lee decides whether to shoot the remaining child-walker.

A) Shoots child-walker path:

The girl-walker falls to the ground in a crumple of chains. There's a bow in her hair. Lee SIGHS.

KENNY

Come on, man. I'd shoot a hundred of them to keep Duck safe. And you would too. All that matters are the living now.

B) Doesn't shoot child-walker path:

The girl-walker continues to reach for Lee. He hands the rifle back.

Text: *Lilly will remember this.*

LEE

I just can't do it.

LILLY

Fine. But one day, you might not have a choice.

MERGE POINT:

LILLY

Let's get you back to the Motor Inn.

With Kenny's help, Lee must limp out of the junkyard.

EXT. MOTOR INN - DAY

Lee, Clementine, Kenny and Duck are sitting in a circle playing Uno. A pair of crutches rests beside Lee. Lilly comes over.

LILLY

I'm going to take the others for some shooting practice. You okay to hold down the fort?

Lee and Kenny nod.

LILLY

We'll be back by dusk.

Lilly leaves with the others. Meanwhile, Duck's squirming to look at Clementine's cards.

DUCK

Do you have a seven?

CLEMENTINE

That's not the game. This isn't go fish.

DUCK

She's got one! She's got one!

Kenny gets up.

KENNY

Hey, I need to stretch my legs...

He puts his cards down. Duck leans over and squints, trying to see Lee's cards.

LEE

Alright you too. Whose turn is it?
Yours, Clem?

Duck waves his hand, then places a card.

DUCK

Draw four, draw four!

Clementine scowls.

CLEMENTINE

Let's play something else. Come on, Duck. Which one do you know how to play?

As the kids begin to look through the games, Lee notices Kenny by the gate with a backpack slung over his shoulder. He limps over to Kenny.

LEE

You're not doing what I think you're doing, are you?

KENNY

I saw a few RVs in there, Lee. The sooner I get a hold of one, the sooner we can get the hell out of here.

LEE

The others won't be back for hours. It's just us here.

KENNY

You can handle babysitting two kids.

LEE

But by yourself? It's risky.

KENNY

I've got to, Lee.

LEE

What would Katjaa think?

KENNY

Doesn't matter. I'll be back before she finds out.

Kenny leaves. Lee shakes his head, then notices that Duck's listening.

DUCK

Where's he going?

LEE

Just down the road. Come on, Duck. Let's try another game.

LATER

Clementine, Lee, and Duck play the game of Clue. Clementine rolls, then tries to decide which way to head. She inspects her cards and starts writing on a paper.

Lee checks his watch. Duck glances at the gate, then looks back at his cards.

LEE

I've got to go to the bathroom.
Don't look at my cards while I'm
gone.

INT. MOTOR INN - BATHROOM - DAY

Lee finishes urinating, then leaves the bathroom.

INT. MOTOR INN - ROOM - DAY

FREE ROAM:

Lee can inspect various aspects of the room, which he shares with Clementine. There are toys, her walkie-talkie, and each item yields a fun or interesting commentary.

EXT. MOTOR INN - DAY

Eventually, Lee approaches Clementine, cuing:

CUTSCENE:

Clementine stares at her cards. She looks up, smiles.

CLEMENTINE

I think I'm close, Lee! I just don't
know the murder weapon.

She notices he's upset.

CLEMENTINE

Aren't you having fun?

Lee looks around. Duck's nowhere to be found.

LEE

Oh sure. Say, Clem--where'd Duck run
off to?

CLEMENTINE

I don't know.

LEE

Wait here. I'm gonna go find Duck.

Lee can limp around the entire complex, noticing and commenting on the stilted environment they call home.

Finally, he notices that the gate's been left open.

LEE

Jesus.

He returns to Clementine.

LEE

Duck's gone.

LEE DIALOGUE CHOICES

A) I have to go outside.

LEE

I have to go outside for a moment--
stay here.

CLEMENTINE

Don't leave me alone. You promised
you wouldn't.

B) Stay by me, okay.

LEE

Stay by me, okay Clementine?

CLEMENTINE

(scared) Okay, Lee. I trust you.

C) Why didn't you tell me?

LEE

Why didn't you tell me that he
wandered off?

CLEMENTINE

I'm sorry! I was trying to play the
game.

MERGE POINT:

LEE

It's my fault. But he's probably not
too far. If we hurry, we can still
catch him.

EXT. WOODS - DAY

Lee and Clementine head down a road surrounded by woods.

LEE

Duck? Duck?

CLEMENTINE

There he is.

LEE

Thank God!

Duck's at a fork in the road, trying to decide which way to go.

LEE

Duck, freeze.

Duck hesitates, then stops. Clementine and Lee reach him.

LEE

What were you thinking? It's not safe.

Duck's crying. He hides his face from Clementine.

DUCK

(sniveling)

He should have been back...

LEE

Calm down. I'm sure he's fine. But we've got to get back to the Motor Inn where it's safe.

CLEMENTINE

Lee, we're going to have to protect ourselves sooner or later, right?

LEE

Yeah, I guess so.

CLEMENTINE

So let us help. It's close by. You said so yourself.

DUCK

...I need to see if he's okay.

LEE DIALOGUE CHOICES

A) He'll be fine.

LEE

He'll be fine. Besides, I've got to keep you two safe.

DUCK

What if he's not? What if the walkers got him?

LEE

I'm in no condition--I just don't trust myself with these crutches.

B) The junkyard isn't too far...

LEE

The junkyard isn't too far... Maybe we should... just don't run away again, okay?

DUCK

I promise.

C) Your dad shouldn't have run off.

LEE

Your dad shouldn't have run off like that. It's dangerous. That's a lesson you should learn too, Duck.

DUCK

I'm sorry!

D) ...

MERGE POINT

From the direction of the junkyard comes GUNFIRE.

LEE

Dang it, Kenny. Okay, we're gonna go check it out. But stay close.

DUCK

(somewhat recovered) A mission! I can help. I'm fast. I can scout for you!

LEE

This isn't a game, Duck.

DUCK

I know.

CLEMENTINE

I'm quiet. I can sneak around.

LEE

When Katjaa finds out, she's going to kill me.

EXT. ROAD TO JUNKYARD - DAY

Gameplay explanation:

- Lee must make it to the junkyard with Clementine and Duck. Clementine is slower but quiet. Duck is faster but loud. Lee is able to issue the following comments and protect the kids and himself accordingly:

- 1) "Go scout, Duck."
- 2) "See what's up there, Clem."
- 3) "Come back!"

For the purpose of this spec script, please assume that there are moments when each kid is better situated to tackle an obstacle.

At the end of the sequence, Duck comes across a dead body.

LEE

Wait, Duck. We don't know if he's...you know.

CLEMENTINE

You can say it, Lee.

LEE

Duck, is he dead?

Duck pokes the walker with a stick, then turns and nods vigorously.

DUCK

A gun, a gun!

Duck picks it up.

LEE

Hand it here, Duck.

DUCK

You've already got one. Besides, my dad taught me. I can be your backup!

CHOICE: Lee decides whether or not to give Duck the gun:

A) Take the Gun

LEE

You're too young to have a gun. Hand it over

B) Let Duck keep the Gun

LEE
Okay, but don't do anything unless I
say.

MERGE POINT

The three keep walking as the junkyard comes into view.

EXT. HILL OVERLOOKING JUNKYARD - DUSK

Lee and the kids approach the junkyard. Clementine stays by Lee's side, while Duck is a little up ahead.

LEE
Duck, what did I tell you?

DUCK
Stay close enough to high five.

LEE
That's right. Now let's find Kenny
and get out of...

The three reach the gate. There's a horde of child-walkers swarming the U-Haul. Lee gets out his gun, bracing himself against his crutches.

DUCK
Dad!

Kenny's on top of the U-Haul. Duck starts to run but Clementine grabs him. The three huddle together.

LEE
If I could get that crane working, I
could put him somewhere safe. But I
don't know if I could make it. Let's
go get some help.

Duck squirms against Clementine.

DUCK
My dad taught me to use the crane.
Let me go, I'm faster than you!

LEE
No, Duck. It's just too dangerous.
My ankle's not so bad. Maybe I can
make it...

CLEMENTINE

Lee, look.

On the other side of the complex are three new-looking cars. Behind them is a tall junk mound.

CLEMENTINE

They'd come for a car alarm, wouldn't they? Maybe I could set one off, then climb?

Now the child-walkers are trying to pull themselves onto the U-Haul. Kenny is desperately fending them off.

LEE

That's not a bad idea. Okay, Duck - wait until Clementine's set off the car alarm, then run for it. Okay?

DUCK

Uh huh.

Clementine nods.

LEE

Glad I brought this rifle. I'll cover you.

CLEMENTINE

Don't, Lee. They'll hear it and come for you. Trust me, okay? I can make it.

LEE

If they get too close, I'm shooting.

Gameplay explanation:

- Clementine run towards the car. Several walkers take notice and start to come after her. Lee looks through the rifle sight.

- Lee can A) kill the walkers B) decide not to fire.

A) The walkers start to come for Lee, forcing him and Duck (if he was given the gun) to fend off the walkers until Clementine trips the car alarm.

B) Let Clementine go for it. A walker almost gets her, but she trips the car alarm and starts to climb the junk pile.

LEE

She made it! Alright, Duck. Go for the crane.

Duck runs for the crane. A few walkers are still at the U-Haul, but most are now swarming the car. Some of them carry chains around their necks. Several have started to climb the junk pile.

The crane comes on with a SCREECH as the U-Haul starts to lift. One walker is holding on, but the others fall. Lee looks through the sight at the top of the junk heap. Clementine waves, then SCREAMS. A walker's made it to the top. Lee has to shoot.

Some of the child-walkers start coming for him.

The crane rises higher, then stops moving. A child-walker is banging on the glass. Lee has to defend him so Duck can move the U-Haul to a safer place.

Kenny signals for Duck to take the U-Haul down. Clementine makes her way on the ridge of the junk pile towards Lee. The four leave the junkyard, and Kenny closes the gate on his way out.

Kenny and Lee exchange an angry but relieved look.

KENNY

I can't believe you remembered the crane controls, Duck.

DUCK

I did good, right? Duck to the rescue!

Lee pats Clementine's hat.

LEE

I've never seen someone climb so fast.

Clementine smiles. All of the children-walkers appear at the gate, trying to get out. Her smile disappears.

EXT. MOTOR INN - EVENING

Duck's riding on Kenny's shoulders. Clementine walks by Lee. Katjaa rushes as soon as she sees Duck. Kenny embraces her, starting to explain what happened as Lilly and the others greet Lee and Clementine.

CLEMENTINE

I'm going to get some water.

LEE

Okay, Clem.

DUCK
Mom, I used a crane to save Dad!

KATJAA
What?

LILLY
You went back to the junkyard?

KATJAA
Junkyard? Kenny, where did you take
Duck?

KENNY
Don't worry about it.

Katjaa turns to Duck.

KATJAA
Duck, go play with Clementine.

Duck runs off.

KATJAA
Don't worry about it? Lee, I thought
you were looking after the kids and
resting your ankle. What happened?

LEE DIALOGUE CHOICES

A) "We were playing a game."

LEE
We were playing a game, that's all.

KENNY
See, Kat? You worry too much.

B) "Kenny went to get a radiator."

LEE
Kenny went to get a radiator from
the junkyard and found a bit of
trouble.

KATJAA
You took my son out of the Motor
Inn?

LEE
I had no choice. I couldn't just
leave the kids here.

She glares at Lee.

KATJAA

If you ever, ever put my son at risk again, I'll...

KENNY

Kat - wait. It's not his fault...

C) "Duck ran off and I had to go get him."

KATJAA

Kenny, is that true?

KENNY

Yeah, more or less. Look, what's important is that we're all alright. Let's just leave it at that.

D) ...

KENNY

Kat, let's just calm down and talk in the RV where we have some privacy.

MERGE POINT

Katjaa runs off to the RV. Kenny follows her. Lilly shakes her head.

LILLY

What were you thinking?

LEE

Duck ran off. I had to go after him. I couldn't just leave Clementine behind - what if the bandits came back?

LEE

I wasn't thinking. Thank God everyone's okay. Still, I doubt Katjaa will ever forgive me.

LILLY

Don't be so hard on yourself. If those kids are going to make it, we're going to have to start treating them like adults, even if they're not.

LEE

Yeah...

Ben and Carley and Duck have started to play a game of Outburst. But Clementine's sitting by herself, staring at nothing in particular.

LEE

I just hoped she'd have a little more time...

THE END