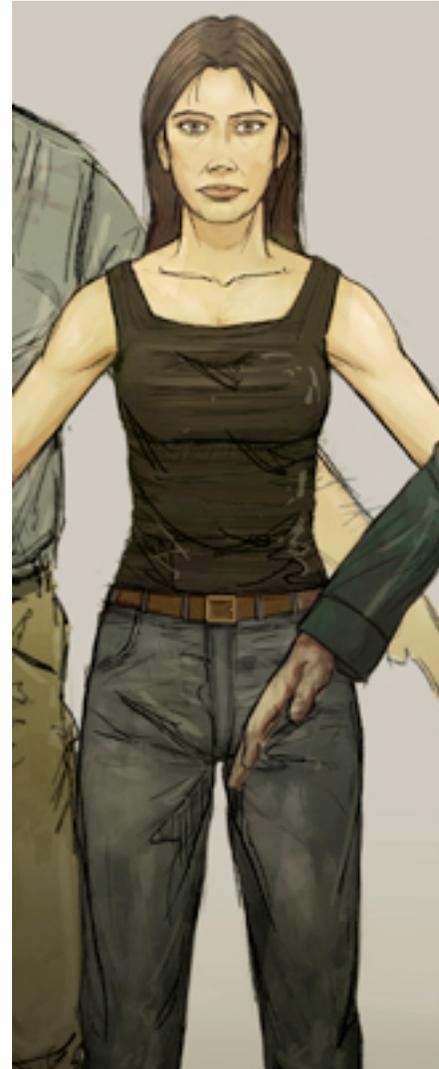


LILLY: Lilly is a character who briefly pops up in The Walking Dead comic continuity and makes a huge impact. In the comics, she falls in league with this tyrannical leader (and total psychopath) known as “The Governor” and is ordered to fire upon a group of “rebels,” killing a woman and her baby. Spoiler alert: that woman and baby is the wife and child of the comic’s protagonist, Rick Grimes.

Our game takes place over a year before that. Lilly works at Robin’s Airforce Base and is the daughter of an Army man (Larry). She is used to dealing with pushy military men and immediately takes charge in tough situations. This doesn’t rub Kenny (another character) the right way.

While incredibly strong-willed, she will always submit to her dad, Larry, who is a grizzled old man with a heart condition. While never explicitly stated, she is the daughter of abuse – Larry was a shit father then and he’s not much better now.

About The Walking Dead: The Walking Dead is a video game based on an acclaimed comic series. There is also a television show based on the comic material. Our story is a new one in the world of The Walking Dead and is based on the typical zombie apocalypse milieu, save that the stories of The Walking Dead are more long-form. It is about people trying to survive with each other months and even years after the infection. The tone of it is similar to something like *The Wire* or *Mad Men*, but with hordes of shambling undead.



Sample Dialog

DIR: Talking about the player’s daughter.

LILLY: She’s a cutie pie. But she looks tough as nails. Tougher than some of us.

Lilly thinks Kenny is a loser. They struggle for control of the group.

KENNY: I’m saying if we don’t start thinking about long-term survival, we’re all fucked.

LILLY: NO, you’re saying we should put good people at risk for trivial wants.

KENNY: Well I guess all of our asses aren't as hard as yours. We've got a little girl here who can't just sleep on linoleum. We need this shit.

LILLY: [angry] That little girl can handle more than you can. And if you don't start delineating between "wants" and "needs" a little better, you're not going to last too long.

KENNY: Is that a threat?

LILLY: You bet your ass it is

DIR: Tensions have reached their boiling point in the group. You've watched your dad die in front of you and a member of the group had to finish him off right before your eyes, lest he turn into a zombie. The following scene is the apex of a week's long argument about the future of your camp and the possibility of a betrayer in your midst – your camp has been attacked over and over again by a group of unknown bandits. You, the leader, believe that Ben has been helping them on the sly. An argument breaks out between four or five people and you're in the thick of it. Then, as the argument crescendos, a gunshot rings out – you've killed Ben, putting a bullet in his head from point blank range. T

You're grabbed by the main character and restrained.

LILLY: [spitting, maniacal] Fuck...fucking traitor.

LEE: [Sharp, angry, snarling] LILLY. [You closet the distance between you and her, inches away, turning the group fight into an intimate conversation] Give me the gun. [authoritative] GIVE IT TO ME. [she does, you yank it from her hand toss the gun to the side] What the hell are you doin, girl?

LILLY: She brought them to us, she can't be trusted.

LEE: TRUSTED?! She didn't do SHIT, Lilly! We've got enough problems with humanity eating its goddamn self.

LILLY: [weird. broken and emotionally out of touch. all over the place, emotionally, from here on out] She was bad.

LEE: SHE WAS FINE. She was a member of this camp, she was one of us. Goddamit Lilly!

LILLY: Maybe you're bad too. Maybe you all are.

LEE: May BE. But we're all we fucking got.

LILLY: I don't "got" anything anymore.