Walking

a play in one act by Michael Fienen Walking (First Edition)
©2012, All Rights Reserved

The Fine Print

For what it's worth, I think my terms are reasonable, and human readable. If you have questions, feel free to contact me (see below).

Copyright. Yes, this play is copyrighted, so please don't do stupid crap with it. Don't try to pass it off as your own, don't plagiarize it, don't sell bootleg copies. Basically, don't be a jerk and respect the effort that went into its creation. I do encourage groups to film and distribute their performances, provided it is done so free of charge.

Duplication. Please, don't buy one copy and photocopy it for the cast. Buy a script for each cast member, that's what helps me pay the bills. That said, I understand theatre, and I know you might need to make a "special" copy for a stage manager, or the light designer, etc. I'm cool with that. Just don't abuse it and you'll never hear about it from me. You can also copy parts of this for educational purposes as well, in fact, I encourage it.

Credit. If you get permission to produce this play, give me credit as the playwright on posters, in your programs, and in any marketing materials associated with the performance. I'm not too picky on how that happens. I just ask that you use my first and last name, and don't try to hide it purposefully.

Performances and Royalties. All performance rights for this play are currently controlled by the playwright, me (at least for now). Groups may not stage performances of the play without obtaining written permission in advance and paying an applicable royalty fee. This fee is extremely reasonable, and subject to change based on any number of factors

Contact

For inquiries or to obtain performance rights, please contact:

Michael Fienen – fienen@gmail.com

Cast of Characters

Andrea A woman in her late twenties to early thirties.

George A good sized man, in his mid-twenties.

Bill A man. Laura's uncle.

Laura A girl around her mid-teens.

Steve A man.

Zombies Evil creatures of the undead variety. One "male,"

one "female."

Time

The near future

Place

A two-story house.

Production Notes

This play has pretty strong language in it. Directors are welcome to adapt that as necessary for the audience or venue. Additionally, groups are welcome to modify dialog to help it feel more natural, fluid, or otherwise fit an actor's pacing or skill

Feel free to adjust casting as necessary. Laura could easily be a boy. The zombies could be a man or woman, or could even be stagehands.

I highly encourage any experimentation groups wish to do with the script. Characters, settings, props, etc should all be considered opportunities to find new ways for the play to interact with an audience.

Walking

by Michael Fienen

Scene 1

A radio is heard in the background, scanning between various news segments. Disease, zombies, attacks, et al. are being mentioned. Lights come up low on a living room. A stairway is upstage. A door exits into the rest of the house stage left. The front door is stage right. The room is tidy, but with abundant furniture, perhaps like your grandparents' house might appear.

As lights come up, screaming is heard offstage, followed by several shots of small arms fire. GEORGE enters from the kitchen cautiously at first and peaks out of the window, then runs over to the door and opens it. As everything happens, it does so very quickly.

GEORGE

(quarding the door)

In! In! Over here! Hurry! Move your
asses!

BILL runs in carrying LAURA, he carries her to the sofa. She's cut down one arm and appears to be only semi-conscious. All around, there's lots of yelling and screaming, everything's happening in general chaos.

TAURA

(crying)

It hurts...

BILL

Hold on, just sit tight, we'll take care of everything.

STEVE

(offstage)

No, you've gotta leave him! Get over here right now!

Several more shots are heard. GEORGE exits out the door, then re-enters with BILL, pulling and throwing ANDREA in.

ANDREA

(collapsing)

No! We can't!

STEVE

No time! No time!

GEORGE slams the front door shut, looking around. Pounding can be heard from the outside. He looks at his gun, finds it empty and throws it away. ANDREA sees it and grabs it, pulls a clip out from her pocket and loads it unseen to the others, then hides the gun in her belt.

GEORGE

(pushing between people to get on one side of a hutch)

Look out! Hey, you, get over here, help me move this!

STEVE

Coming!

GEORGE

Here, grab. One, two, three, lift!

THEY move a buffet in front of the door, then tip it up against it. Knick-knacks spill everywhere. Something slams into the door from outside several more times.

GEORGE

 $\label{eq:hold-up, we gotta wedge it in there.} \\$ STEVE

Got it.

The pounding stops. There's an uncomfortable silence as the adrenaline rush wears off for everyone in the quiet of the room.

GEORGE

(surveying the new arrivals)

We all in? Looks like you're not all here. Who'd you lose?

BILL

I dunno, I think so. Looks like it. No, wait-

STEVE

They got her husband. Wasn't a chance in hell.

BILL

Christ.

GEORGE

You, what's your name?

STEVE

Steve.

GEORGE

Alright Steve, I was collecting up shit to reinforce with back in the kitchen when I heard you all out there. Boards, screws, nails. Hell, I figured duct tape would be better than nothing right now. Anyway, there was a good lot in the basement.

STEVE

Yeah.

GEORGE

Go grab it and start bringing it up here. Be fast about it and we'll start locking shit down.

STEVE

Fast I can damn sure do. Alone and dead are two things I don't really plan on being any time soon.

STEVE runs out the door into the other part of the house. BILL moves to ANDREA who has taken a place by LAURA. GEORGE searches drawers and shelves.

BILL

Hey... I'm really sorry, but we had to. We couldn't wait out there. You know... don't worry, we'll be out of here in no time.

ANDREA

(wiping her eyes)

No... no, I know. Look, I'm sorry. It's stupid...

BILL

(talking while looking over Laura's arm)

Don't be. All we can do right now is help each other, we have to. Can you stay with her for me for a minute? I want to try and find something for her arm. Once that's done, we'll figure out a game plan.

ANDREA

Of course. It was stupid, I should have known...

BILL

We're all making mistakes right now. If that's as bad as it gets for you, then you should probably consider yourself lucky.

ANDREA

Not so sure how I should feel about that luck, really.

BILL

Yeah, I guess I know what you mean. But you made it this far, and that's something. Laura? Hey? This nice lady's gonna take care of you for a minute, okay? LAURA nods. Banging is heard off stage left, followed by breaking glass.

GEORGE

Shit!

HE gets up and runs off

BILL

Oh fuck.

STEVE

(offstage)

AHH! There! Shit! There! I got him, it's okay! Jesus, fuck.

GEORGE

(offstage)

Cover up that window. Here, give me some of that stuff.

ANDREA

What happened?

GEORGE

(shrugging it off)

Eh. Don't worry about it now.

GEORGE crosses to the window and starts nailing it up with random wood. Hammering is also heard off stage.

BILL

How are you, hun?

T.AURA

I'm okay I think. The cut... it hurts a little.

BILL

And you, how are you? Steve said we lost your husband?

ANDREA

Huh? Oh, no, brother actually, and I'm fine... not fine. But I'll be fine. I'm here. Trying not to worry about it now I think. The other night, before they attacked, you said she's your niece?

BILL

Yeah. Her mom, we lost her that night during-

ANDREA

Yeah, I saw. I'm sorry. Well listen, I, uh, can probably clean up this arm of hers some. Do we know if there's any water around here? Towels?

BILL

Uh, no clue, probably though. I'm going to say whatever's left is fair game. I'll go see what I can find.

BILL exits into the house as STEVE comes back in with his blood covered hammer and some boards, as well as a pitch fork.

STEVE

Okay, we're blocked up back there. Found this on the back porch too. They're getting smarter though, that one came right through the window at me. Aggressive.

GEORGE

Well, I was planning to head soon, when things died down a little. Find something out of the way, away from the cities. I've seen some signs about safe zones up there, toward the lakes.

STEVE

Yeah, I think I heard something like that before the radio went.

ANDREA

And then what? I mean, what do we do? What happens there at the lakes? I'm tired of running right now.

STEVE

We'll just cross that bridge when we get to it I'd guess. Personally, I think I'll start by telling the credit card company to go take a flying fuck though.

THEY exchange a nervous laugh. BILL re-enters with a pile of towels, some water bottles, and other misc. supplies.

BILL

Here we go. Power's definitely still out, but the fridge was still a little cold. Phone's dead too. However, water pressure abounds, at least for now.

ANDREA

Thanks.

GEORGE

(pointing to BILL's qun)

Have anything left?

BILL

Nah, I'm out, you?

GEORGE

Same. Damn. I was hoping to scout out vehicles. Don't want to unarmed though.

RIT.T.

Nothing else in the house?

GEORGE

Not that I've found.

ANDREA

I think I saw a car, out by that big shed across the street. When we were running in. A truck too.

STEVE

Fantastic, might as well be on the other side of the Grand Canyon right now though. From what I saw back there, we're not going to get across that street any time soon.

ANDREA

Well, maybe we can run up to it from the back, circle around without them seeing us.

BILL

Yeah, but no way to know if the keys are in it. Or gas. If we got there and they were locked-

ANDREA

We should still try though, right? We can't stay in here. If they don't get us, we'll just starve eventually. And she needs to see a doctor.

LAURA collapses on the couch as ANDREA finishes speaking. BILL and ANDREA go to her. STEVE and GEORGE move aside.

GEORGE

There's no way there're any doctors left to take her to. Ten dollars says any hospital around here is a hell hole right now. You were the first people I'd seen still alive out there in two days. Besides, a doctor can't help that. She won't be able to stay here, fuck that.

BIT.I.

Now wait a goddamned minute. She just fell into some metal. No bites.

ANDREA

You can't possible know anything for sure.

STEVE

Of course not, but we gotta keep things together. Gotta plan, right? We can get out of here, we can. But it's just...

(motioning to LAURA)

...well, I guess I don't really know... what about her?

GEORGE stares at STEVE and gives a kind of helpless shrug before returning to the women.

LAURA

Uncle Bill? Where am I? Where's mom? Where's mom? Where's mom at?

BILL

You're safe, don't worry. Your mom... remember she, well uh-

LAURA

They got her. I guess I kinda remember, why can't I remember... things... Who are you?