

BACK TO SCENE

INT. GRAND HOTEL - EVERETT'S ROOM - CONTINUOUS

LONG

After that, the federal government
could no longer ignore us.

He glances at Everett who stares back intensely.

STAN

Well, if story time is over, I'd
like to get the hell out of here.

INT. GRAND HOTEL - LOBBY - MOMENTS LATER

Stan and Ray lead the way, with Maggie pulling Tommy along behind them. Bringing up the rear is Long who is prodded by Everett. The group skulks across a walkway leading to the main stairs down. The environment is a bloody mess.

Stan steps over a corpse which comes to life as undead and grabs his leg. Maggie is about to scream when Long cups her mouth with his hand. Ray snaps the undead's neck. Long releases Maggie with a nod. He winks at Everett.

EXT. GRAND HOTEL - MOMENTS LATER

Outside small fires burn randomly. Some undead shuffle around aimlessly. Screams are heard in the distance.

EVERETT

Looks like the worst has passed.

RAY

I wouldn't count on it.

MAGGIE

Look!

She points to spitters on a rooftop, canting their heads, listening for prey. The survivors freeze. But an explosion from the center of town draws everyone's attention.

STAN

That's the outpost!

Gun fire erupts from the same location, and the spitters hop nimbly from rooftop to rooftop toward the noise.

EVERETT

We need to move fast. Let's go.

They're about to run when Everett notices Long is missing.

STAN

Goddammit.

EVERETT

He's my prisoner. You get them to the outpost. You hear?!

MAGGIE

Everett. Let him go.

EVERETT

(beat)

I can't.

He steps backward into the shadows and leaves as Maggie watches helplessly before following Stan.

EXT. ALLEY #1 - CONTINUOUS

Everett moves through the shadows, wary of every sound. Something darts in the dark. Everett pauses momentarily before proceeding. A man falls forward from around a corner. He makes eye contact with Everett and is about to cry out.

Before he can make a sound the man is dragged back into the dark. His painful moans are masked by female laughter. A woman "yoohoos", and other yoohoos respond. Everett moves away as "yoohoos" echo closer to him. Closer.

VOICE IN THE DARK

Yoohoo!

Everett freezes, wide-eyed. The voice came from behind him. A gun cocks and he relaxes slightly. Sam's face appears from the blackness next to Everett's ear.

SAM

Well, what do we have here?

Everett inches his hand toward his gun. A lantern suddenly lights, revealing Zeke holding it. Sally appears next to him.

SALLY

(brandishing gun)

Nah ah ah, Marshal!

Sam undoes Everett's gun belt and tosses it to Zeke. Sam shoves Everett and Sally pistol whips him to the ground.

SALLY (CONT'D)
That's for Bao.

SAM
What should we do with him?

The three outlaws stand over Everett.

SALLY
I can hear my girls running around.
Let's feed him to them.

SAM
I say we cut his eyes out first.

SALLY
And his tongue, so he can't cry for
help.

ZEKE
Let's just shoot him.

Zeke pulls his pistol and aims at Everett's face.

LONG (O.S.)
He's mine.

Everyone turns to see Long approaching. Zeke's lantern lights up Long's serious expression as he gets closer. Sally runs to Long and hugs him. Zeke ruffles through Everett's pockets for a key to Long's manacles. He frees Long.

SAM
Saved you again!

ZEKE
You're just in time. We're about to
kill this sumbitch.

SALLY
It's only right that you do it.

Sam hands Everett's pistol to Long. He takes it and looks at Everett with slight surprise at the situation. Everett looks back with anger and fear, breathing heavily. A shadow colors Long's intense expression as he grips the pistol tightly.

LONG
(pause)
No.

He holsters the gun. Everett is stunned.

ZEKE

What?

SAM

Are you going soft?

LONG

I don't kill unarmed people. You know this.

SALLY

He killed your brother!

LONG

No, he didn't. The Sheriff did, and I will settle with him later.

SALLY

Sheriff. Marshal. They're all the same! It was a lawman that killed Bao. It was a lawman that stopped me helping my girls. It was a lawman that gave me this voice.

LONG

I'm sorry, Sally. No.

ZEKE

You've killed lawmen before. What's one less now?

LONG

I defended myself against lawmen. I didn't execute them.

SAM

Well, maybe you should start!

LONG

I've made my decision. He lives.
(beat)
We need him.

SAM

For what?

LONG

(pause)
Hostage.
(off incredulous looks)
There are still soldiers in this town. Scared men shooting at shadows. They'll be less likely to kill us if we're with him.

SAM
You're taking him with us?

LONG
Yes. Do you have problem with that?

SAM
No. But you do. Because when we're
in the bank, he's your baggage.

Long is confused at first. He looks at Zeke then back to Sam.

LONG
You still want to rob the bank?

SAM
Long. You want to spare his life,
fine. I will abide. But I will not
let you or him get in between me
and all that silver. Get me?

Sam and Long exchange hard looks until Sam turns to Zeke.

SAM (CONT'D)
Zeke, what did you have in mind?

Zeke looks back and forth between Long and Sam. Finally--

ZEKE
We need the bank manager.

INT. HALLWAY OUTSIDE BOONE'S QUARTERS - LATER

Patrick bangs on George's door.

PATRICK
Mr. Boone! Are you in there?

A sound from the darkness down the hallway startles him.

PATRICK (CONT'D)
Mr. Boone? Is that you?

Shuffling feet draws closer and a figure walks into the
light. It's an undead with bloody teeth.

PATRICK (CONT'D)
Stay back!

He stumbles back and trips. The undead is almost upon him
when a blade slides out of its forehead. The undead falls
over, revealing Sam. He pulls Patrick up.

SAM

Where's your boss, boy?

PATRICK

I-I don't know! He won't come to
the door.

Sam frowns, and Zeke kicks George's door in. The quarters are empty. Sam looks inside, then back at Patrick.