



# THE LONG WALK





## The PROJECT

**THE LONG WALK** was the first novel written by **Stephen King**. He began writing it in the **late 60s** during his freshman year in college as a reaction to the **Vietnam War**. This was eight years before his first published novel, **CARRIE**.

It was finally **published a decade later in 1979** under the pseudonym Richard Bachman. Released quietly as a pulp paperback, the novel gained little notice.

**It wasn't until 1985** that the public discovered Stephen King was Richard Bachman, and the author released The Long Walk under his own name in a collection titled **THE BACHMAN BOOKS**.

While critics described the novel as **King's most despairing work**, it quickly became a **fan favorite** among King's Constant Readers.

**Over the past 40 years**, several filmmakers have explored making a movie of **THE LONG WALK**, but have found adapting the grim story to be a particularly difficult challenge, and a film has remained out of reach for audiences.

Until now...

**Vertigo Entertainment - about:blank / Lionsgate**

Directed by **FRANCIS LAWRENCE**  
Screenplay by **JT MOLLNER**  
Original Story by **STEPHEN KING**

Cinematography by **JO WILLEMS**  
Production Design by **NICOLAS LEPAGE**  
Costume Design by **HEATHER NEALE**



## The WORLD

**THE LONG WALK** unfolds during the 19th edition of the televised military-sponsored spectacle. Once a year, fifty boys step into this brutal contest, walking for one ultimate prize: a single wish, anything they desire, and all the money in the world. The rules are stark in their simplicity: maintain a pace of three miles per hour, and keep walking until only one remains.

At its heart, **THE LONG WALK** is not just about endurance, but about camaraderie and the fragile, fleeting bonds formed between strangers who, step by step, become companions on the road.

To imagine this dystopian America, we drew on a **late-1960s aesthetic**, infused with the **despair of the 1930s**. Then we pressed pause, letting the world deteriorate as though the Great Depression never released its grip. Layering eras upon one another, **we blurred the boundaries of past and present**, creating a timeless landscape of decay.

This post-war authoritarian vision was built by stripping locations to their bare bones and scattering fragments of life in decline along the way. **Miles** of house facades, storefronts, pavement, and roadsides were dressed to anchor the desolate state of the world surrounding the marching boys and the lethal military convoy that shadows them.

**THE LONG WALK** was filmed chronologically, on location and in continuous motion along Manitoba's roads that just seem like they go on forever.

**For your consideration**





STILL



STILL



STILL



EXT. PARKING LOT - MOMENTS LATER

She grips him tightly one last time, then jumps into the car and drives away.



SET



STILL



STILL





STILL



ON SET



STILL





STILL



STILL



STILL





STILL



STILL



STILL



EXT. OPEN ROAD - SMALL VILLAGE - MOMENTS LATER

They pass through a SMALL VILLAGE. The buildings are creepily quiet and empty; it's a ghost town.



SET



STILL



SET



EXT. OPEN ROAD - FIELD & BRIDGE - MOMENTS LATER

Barkovitch stops completely, sits down and takes off his shoe.



**HINT # 10**  
**Save your wind.**  
**If you smoke ordinarily,**  
**try not to smoke on**  
**The Long Walk®**

SET



STILL



STILL



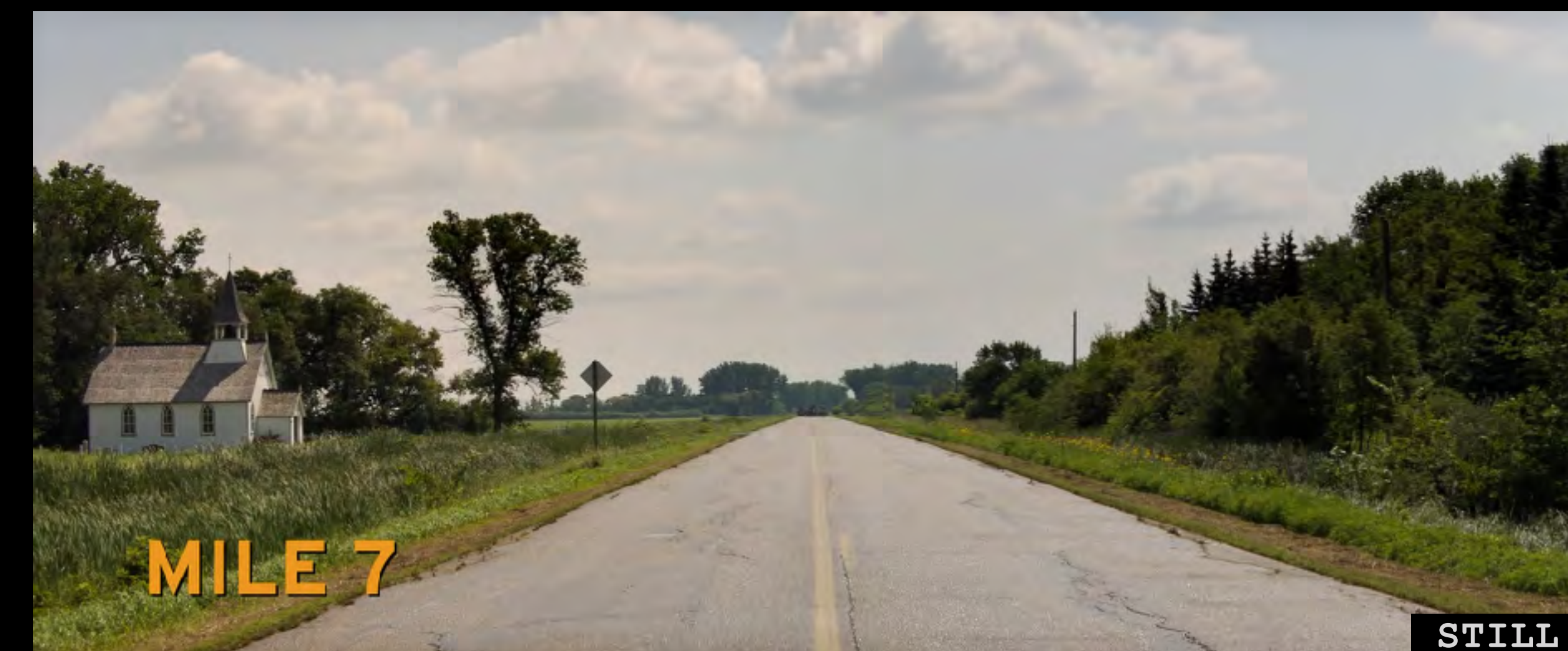


THE  
LONG  
WALK

EXT. OPEN ROAD - FLATLANDS AND CHURCH - MORNING

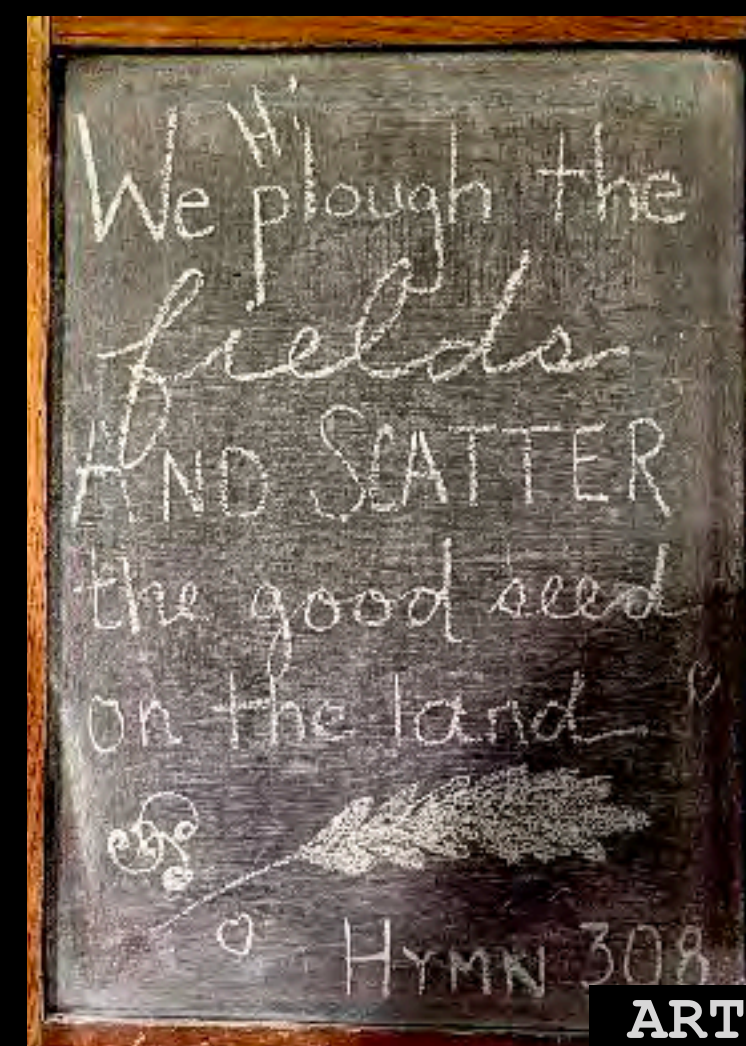
Curly is limping, he makes his way down the road trying to keep up with Garraty.

ON SET



MILE 7

STILL



ART



STILL





STILL



STILL



LOCATION



EXT. OPEN ROAD - GHOST TOWN - AFTERNOON

In front of a CORNER-STORE there's a TEENAGE GIRL waving and holding up a SIGN.



SET



STILL



SET





STILL



STILL



STILL



EXT. OPEN ROAD - RESIDENTIAL NEIGHBORHOOD - LATE AFTERNOON

GarJust a few feet behind them, Barkovitch is berating a bucktoothed teenager named RANK.



STILL



SET





SET



STILL



REFERENCE



ART





STILL



STILL



STILL



EXT. OPEN ROAD - CEMETERY TOWN - DUSK

They come upon A DILAPIDATED RESTAURANT. There are dim lights inside, but no people.





EXT. OPEN ROAD - BOTTOM OF THE HILL - DUSK

Garraty reaches deep into his pockets, pulls out the TINFOIL PACKAGE his mom gave him.



SET



STILL



STILL





STILL



STILL



SET



EXT. OPEN ROAD - VALLEY - MORNING

They're on the DOWNSLOPE of a hill now, approaching a TOWN nestled on the floor of a VALLEY.



SET



MILE 67

STILL



STILL





SET



STILL



ART



EXT. OPEN ROAD - 100 MILES TOWN - AFTERNOON

They pass an OLD ABANDONED HOTEL. An OLD MAN leans up against it, glaring at the Walkers



SET



STILL



STILL





SET



STILL



STILL



EXT. OPEN ROAD - 100 MILES TOWN - AFTERNOON

THE MAJOR'S JEEP is leading the procession through another (mostly deserted) TOWN slowly



SET



STILL



STILL





SET



STILL



STILL



EXT. OPEN ROAD - HIGHWAY - LATE AFTERNOON

The ROAD EXPANDS and becomes a WIDE, MULTI-LANE HIGHWAY; the biggest they've been on yet.



SET



STILL



STILL



INT. GARRATY HOME - KITCHEN - (THE PAST) - EARLY EVENING

THE DREAMY LIGHT OF DUSK pours through the windows. There's a HEAVENLY FEELING; saturated colors...



SET



STILL



STILL



INT. GARRATY HOME - KITCHEN - (THE PAST) - EARLY EVENING

THE DREAMY LIGHT OF DUSK pours through the windows. There's a HEAVENLY FEELING; saturated colors...



SET



STILL





STILL



STILL



STILL



EXT. OPEN ROAD - MILL/SLAUGHTERHOUSE - DAY

Suddenly, Barkovitch reaches into his satchel and pulls out a small, metal SPOON.



SET



STILL



STILL





SET



SET



STILL



STILL





STILL



STILL









STILL



STILL



STILL



EXT. OPEN ROAD - TOWNSHIP - MORNING

A HALFTRACK changes course and REVEALS: MRS. GARRATY. She's standing in front of an OLD POST OFFICE.



ON SET



STILL



SET





SET



STILL



STILL





THE  
LONG  
WALK

EXT. OPEN ROAD - STEEL BRIDGE - NIGHT

SET



STILL



STILL



EXT. OPEN ROAD - TRAIN TRESTLE - NIGHT

The road dips UNDER A TRAIN TRESTLE. Two HALFTRACKS left, one for each of them.



SET



STILL



STILL





STILL



STILL



STILL





STILL



STILL





SET



STILL



ILLUSTRATION

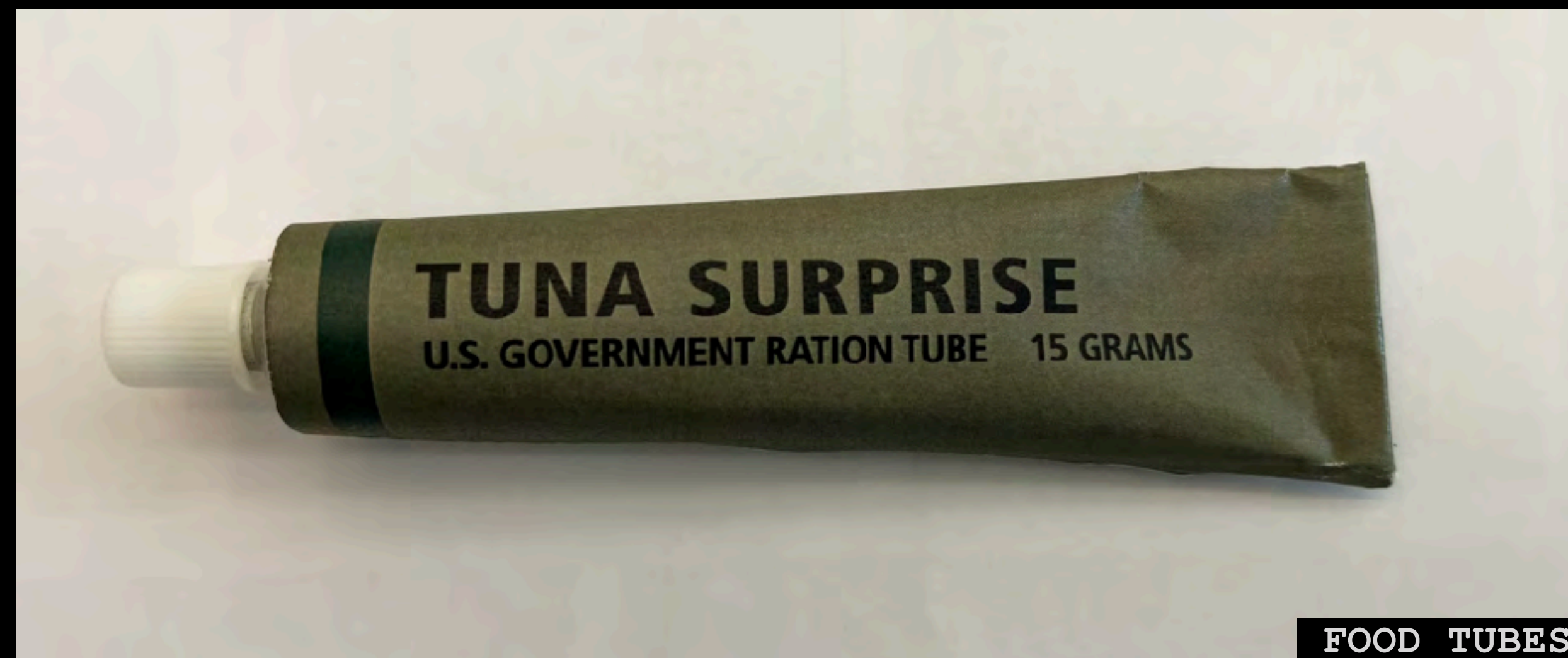


STILL









FOOD TUBES



STILL



FOOD BELTS



WORK IN PROGRESS

TLW WRIST WATCH V08  
CONVERSATIONAL STUDY  
HENRY FONG 20240614



STILL



## HINT #30

If your shoes are giving you blisters even when properly tied, remove them. Better to walk in your socks or bare feet.

NEXT TIME

TAKE THE TRAIN

COMFORT



RELAX

SOUTHERN PACIFIC RAIL

DANGER  
GASOLINE  
NO SMOKING

\$100.00 REWARD  
WILL BE PAID FOR  
INFORMATION RESULTING  
IN THE ARREST AND  
CONVICTION OF ANY ONE  
COMMITTING BURGLARY  
OR LARCENY ON THESE  
PREMISES.

TURN VEHICLE  
OFF WHEN  
REFUELING

THANK YOU

Virginia's  
SLOPPY JOE HOUSE

# THE BEST AND THE BRAVEST LONG WALK



19 YEARS YOUNG  
AND GOING STRONG







## The CREW

Production Designer	NICOLAS LEPAGE
Art Director	KATHY McCOY
Set Decorator	SCOTT ROSSELL

Graphic Designer	GARY BARRINGER	Property Master	JASON GIBBS
Illustrator	HENRY FONG	Assistant Property Master	ASHLEY TOWES
Art Department Coordinator	KYRIE AXFORD	Key On-Set Props	MAGGIE ZIERVOGEL
Art Department PA	DOMINIQUE SIMARD		DANIEL LACROIX
		Property Assistant	MARIÈVE LAFLÈCHE
Set Decoration Leadperson	NIKOLA TOSIC	Propmaker	DON GREENBERG
Set Decoration Gang Boss	KASEY KLEM	Armorer	DEREK DECKER
Set Decoration Buyer	NEON MIKE		
On-Set Dresser	HILDA WIEBE	Construction Coordinator	SCOTT HOPPER
Set Dresser	CAELUM ROSSELL	Head Carpenter	ADRIAN SCHROEDER
	RAY MILES	On-Set Carpenter	JACKIE WILSON
	ETHAN BRAUN	Scenic Carpenter	GREG ERICKSON
	MATTHEW ENNS		
	RACHEL KENDALL	Key Greens	COREY TICKNOR
Key Scenic Artist	ANDREW BECK	Lead Greens	MACKENZIE FEDORUK
Paint Foreman	JOHN GORDON	Greens Best	ALAINA WALDNER
Scenic Painter	FARRAH OKOLITA	On-Set Greens	HILARY SAIN
On-Set Painter	ANDREA VON WICHERT		BRYCE SCHROEDER
			SIYEE MAN



# THE LONG WALK

THANK YOU