

READER'S GUIDE

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Clementine: Book One (Image Comics)



Come for a zombie tale with connections to *The Walking Dead*'s TV shows and videogames, then be engaged by *Clementine*'s surprising emotional depth and a diverse cast of characters that will spark unexpected conversations.

CREATOR: Tillie Walden

ABOUT: *Clementine* is back on the road, looking to put her traumatic past behind her and forge a new path all her own. But when she comes across an Amish teenager named Amos with his head in the clouds, the unlikely pair journeys North to an abandoned ski resort in Vermont, where they meet up with a small group of teenagers attempting to build a new, walker-free settlement. As friendship, rivalry, and romance begin to blossom amongst the group, the harsh winter soon reveals that the biggest threat to their survival...might be each other.

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"As the teens set themselves to the harrowing task of forging a hospitable homestead on a snowbound mountainside with limited resources, Walden explores the unique perspective of a generation who were raised to view trust and cooperation as liabilities. She also meditates on the difference between striving for survival and leading a life worth living... Walden's knack for character development and unique perspective result in a tale perfect for diehard fans of The Walking Dead, as well as newcomers." —**Library Journal**, 2022



DISCUSSION QUESTIONS

1. What was the book's main theme?
2. Can you find specific panels or sequences that support that theme?
3. How does *Clementine*'s past experience influence her ability to trust the people she meets in this story? Does her physical disability play into how she interacts with them?
4. In a single word, how would you describe *Clementine* in the first half of the book? What word describes her by the end of the book? How do you think her motivations and actions differed in the second half of the book?
5. What is the difference between "surviving" and "thriving" for you?

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