
What Is The First In The Walking Dead Series

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NAVIGATING THE ORIGINS: WHAT IS THE FIRST IN THE WALKING DEAD SERIES

For over a decade, *The Walking Dead* has been a cultural phenomenon, spawning a vast universe of television shows, comic books, video games, and novels. With so many entry points, a common question arises for newcomers and even seasoned

fans: "What Is The First In The Walking Dead Series?" The answer is not as straightforward as it seems, as the franchise began in one medium before exploding into others. Understanding these origins is essential for appreciating the depth of the story, its characters, and the post-apocalyptic world they inhabit.

This article will explore the very first iterations of the franchise across different media. We will look at the first comic book issue, the first television episode,

the first video game, and the first novel. By the end, you will have a clear understanding of where everything began and how each "first" contributes to the larger narrative. This exploration is designed for both the curious newcomer looking for a starting point and the dedicated fan wanting to solidify their knowledge of the series' history.

THE GENESIS: THE FIRST COMIC BOOK ISSUE (2003)

To answer the question "What Is The First In The Walking Dead Series" definitively, one must go back to the beginning of the entire franchise: the comic book series. Written by Robert Kirkman and illustrated by Tony Moore, the

first issue of *The Walking Dead* was published by Image Comics in October 2003. This black-and-white comic is the origin of everything that followed. It introduced the world to Rick Grimes, a small-town sheriff's deputy who wakes from a coma to find the world overrun by the undead.

The first issue, titled "Days Gone Bye" in the collected editions, is a masterclass in character-driven horror. It does not start with a massive zombie siege but with a quiet, terrifying realization. Rick wanders through a deserted hospital, encountering a decaying corpse and a half-eaten body. He eventually makes his way home to find his family gone, leading him on a journey to

Atlanta to find them. The issue ends with a shocking moment that sets the tone for the entire series: Rick encounters a young girl, a zombie, and must shoot her to survive. This moment encapsulates the emotional horror of the series—the destruction of innocence and the painful choices required to stay alive.

The Impact of the First Comic

This first comic was unlike other zombie stories at the time. It focused less on the action of killing walkers and more on the psychological toll of

the apocalypse. The slow-burn narrative and deep character work resonated with readers. The comic ran for 193 issues, concluding in 2019, and remains the definitive version of the story for many purists. If you are asking "What Is The First In The Walking Dead Series" in terms of chronology, the comic book is the primary source material. Everything else, including the hit TV show, is an adaptation or expansion of this core work.

- **Release Date:**
October 2003
- **Publisher:**
Image Comics
- **Creators:**
Robert Kirkman (writer) and Tony Moore (artist)
- **Significance:**

The original source material that defines the entire franchise.

The first issue also established key themes that would carry through all subsequent versions: the fragility of civilization, the moral ambiguity of survival, and the constant threat of other people. The walkers are a backdrop; the real horror is human nature. This philosophical depth is what made the first issue stand out and why it remains a must-read for any fan.

THE FIRST TELEVISION EPISODE: "DAYS GONE BYE" (2010)

Seven years after the comic debuted, the question "What Is The

First In The Walking Dead Series" shifted to include television. AMC premiered *The Walking Dead* on Halloween night, October 31, 2010, with an episode also titled "Days Gone Bye." This 67-minute pilot episode was written and directed by Frank Darabont, who brought a cinematic quality to the show that captivated millions. While the episode adapts the first comic issue, it expands on the story, adding new scenes and deepening the character of Rick Grimes, played by Andrew Lincoln.

The episode opens with a pre-apocalyptic scene where Rick has a conversation with a man named Morgan Jones (Lennie James). Rick hears a siren and investigates, but the

scene is a dream or a flashback. He wakes in the hospital, alone and confused. The episode follows his journey from the hospital to his home, and finally to Atlanta. The television version adds iconic sequences not in the comic, such as the famous tank scene in Atlanta and the initial encounter with Morgan and his son Duane in their home.

Expanding the Universe

Darabont's adaptation was a critical and commercial success. It introduced the franchise to a massive mainstream audience. The show's first episode is notable for

its quiet, atmospheric horror. It spends significant time showing Rick's isolation and confusion. The use of the song "The Space Junk Galaxy" from the video game *Super Mario Galaxy* during the tank scene became an unlikely but memorable choice.

For many people, the answer to "What Is The First In The Walking Dead Series" is this television episode. It is the first thing they encountered. The pilot set viewing records for AMC and launched a franchise that would eventually include multiple spin-offs. The show ran for 11 seasons, concluding in 2022, but the first episode remains a landmark moment in television horror. It established the visual language of the

GAME: "A NEW DAY" One of desperate survival, and the core relationship between Rick and his quest to find his wife Lori and son Carl.

1. **Premiere Date:**
October 31, 2010
2. **Network:** AMC
3. **Showrunner:**
Frank Darabont
4. **Key Difference from Comic:**
More focus on Morgan Jones and the tank scene in Atlanta.

The first episode also introduced a distinct visual style, with muted colors and a slow, deliberate pace that separated it from other action-heavy zombie shows. It was a character study first and a horror story second.

THE FIRST VIDEO

DAY" (2012)

The franchise expanded into interactive media, and again the question "What Is The First In The Walking Dead Series" became relevant for gamers. The first video game in the franchise was developed by Telltale Games and released in 2012. The game is an episodic adventure, with the first episode titled "A New Day." Unlike the comics and TV show, the game focuses on an original character, Lee Everett, a convicted criminal, and a young girl named Clementine. The game is set in the same universe as the comics but features an entirely separate story. "A New Day" begins with Lee being

transported in a police car. A walker attacks the officer, causing a crash. Lee escapes and finds his way to a treehouse where he meets Clementine, whose parents are in Savannah. Lee becomes her guardian, and the episode follows their journey to find safety. The game was revolutionary for its focus on player choice. The decisions players made in this first episode had consequences that carried through to the final episode of the season.

Emotional Engagement

The first episode of the game is a masterclass

in building emotional bonds. The relationship between Lee and Clementine is immediate and powerful. Players are forced to make difficult choices, such as choosing which character to save or sacrifice. The game's art style, reminiscent of the comic books, combined with its poignant writing, earned it multiple Game of the Year awards.

For those asking "What Is The First In The Walking Dead Series" in the gaming world, this is the definitive answer. It proved that the franchise could work in an interactive format and that the emotional weight of the story could be carried through player agency. The game remains one of the

more than 100 entries in the entire series.

- **Game Title:** The Walking Dead: Season One - Episode 1: "A New Day"
- **Developer:** Telltale Games
- **Release Date:** April 24, 2012
- **Protagonist:** Lee Everett

The success of this first game led to multiple seasons, including a final season that concluded Clementine's story. It also influenced other narrative-driven games. The game's first episode is famous for its final scene, which sets up a season-long mystery about a character named "The Stranger."

THE FIRST NOVEL:

GOVERNOR" (2011)

Another essential answer to "What Is The First In The Walking Dead Series" is the first novel. In 2011, Robert Kirkman and Jay Bonansinga published *The Walking Dead: Rise of the Governor*. This novel explores the backstory of one of the franchise's most iconic villains, the Governor. While the comic and TV show introduce the Governor as a fully formed antagonist, the novel delves into his life before the apocalypse and his transformation into a tyrant.

The novel follows Brian Blake, a man who, along with his brother Philip and niece Penny, struggles to survive in the early days of the

outbreak. The book provides deep insight into his psychology. It shows how a seemingly ordinary man can become a monster under the pressure of the undead and the collapse of society. The novel is canon to the comic book universe, not the TV show, which gives the Governor a different backstory.

Expanding the Lore

This first novel was a significant departure for the franchise, moving into prose fiction. It allowed for deeper internal monologue and world-building than the visual media could provide. For fans asking "What

Is The First In The Walking Dead Series" in literary form, this is the anchor. The novel was followed by sequels, including *The Road to Woodbury* and *The Fall of the Governor*, creating a trilogy that fleshed out one of the most compelling characters in the series.

The novel demonstrates that the franchise's stories are not limited to suffering survivors; they also explore the origins of evil. The first novel is a dark, violent, and psychologically complex look at what it means to lose one's humanity. It is a must-read for anyone who wants to understand the full scope of the world.

THE

ORDER OF VIEWING AND

READING

For fans who want to experience the franchise in the order it was created, the answer to "What Is The First In The Walking Dead Series" is clear: start with the comic book from 2003. However, the franchise is now vast. Here is a simple guide to the firsts in each medium:

- **First chronological story event (in lore):** The novel *Rise of the Governor* takes place before the comic begins.
- **First published work:** The comic book, Issue #1 (2003).
- **First television episode:** "Days

Gone with the Wind" S01E01 (2010).

- **First video game:** "A New Day," Episode 1 of the Telltale series (2012).
- **First spin-off series:** *Fear the Walking Dead* premiered in 2015, telling a parallel story from the beginning of the outbreak.

Each of these "firsts" is a valid entry point, but they each offer a different tone and focus. The comic is raw and uncompromising. The TV show is cinematic and broader in scope. The game is intimate and choice-driven. The novel is deep and psychological.

Why the First Matters

Understanding "What Is The First In The Walking Dead Series" is important because it helps fans appreciate the evolution of the

franchise. The first comic set a standard for character-driven horror. The first TV episode brought that vision to a massive audience. The first game demonstrated the power of interactive storytelling. The first novel showed that the universe could support