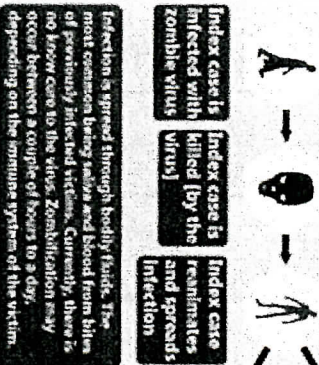
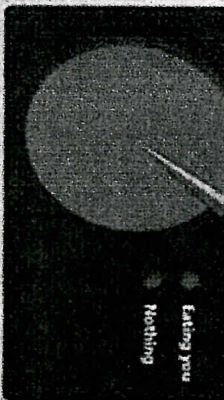


HOW TO SURVIVE

HOW INFECTION SPREADS



WHAT'S ON A ZOMBER'S MIND

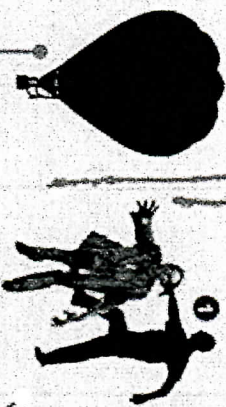


TIPS

- Silence is golden
- Always travel light; bring only essential items
- Wear clothes that are light yet cover as much skin as possible
- The crowbar is the best, most weapons
- Avoid densely populated areas more people = more zombies

ZOMBIES

TOP 10 LESSONS



TRANSPORTATION



Common, easy to maneuver through small places, cheap, quiet



Common, provides extra protection but is a drawback



Expensive, but very safe since zombies do not swim

The safest way to travel is by air, if air transport is available

WEAPONS



Assault Rifle



Sniper Rifle



Crowbar

Five only makes sense to use a sword, avoid if possible

Are only made of things you can avoid if possible

It is always safer to travel in a group. For ideal performance, keep your team at three members. Four to ten is still manageable. Anything above that is just asking for trouble.

OUTBREAKS

- CLASS 1**
Number of members: 1 - 20
Total human casualties: 1 - 50
Infected area: ~20 mile radius
Total duration: 24 hours - 14 days
- CLASS 2**
Number of members: 20 - 100
Total human casualties: hundreds
Infected area: hundreds/mile radius
Total duration: similar to Class 1
- CLASS 3**
Number of zombie hordes: several
Total human casualties: thousands
Infected area: ~100 miles
Total duration: several months
- CLASS 4**
Doomsday scenario

IN CASE OF ZOMBIES

1. ZOMBIES EXHIBIT POOR SPACIAL AWARENESS AND ARE THEREFORE EASY TO STEAL UP ON.
2. ALWAYS AIM FOR HIGH GROUND YOU WILL BE MORE DIFFICULT TO LAY.
3. NEVER LEAVE A MAN BEHIND.
4. ZOMBIES ARE SLOW AND DUMB. WITTED, IT MAY BE POSSIBLE TO MOVE AMONGST THEM UNNOTICED.
5. SHOW NO MERCY. THEY'RE NOT YOUR FAMILY ANYMORE.
6. HIGHLIGHTS MAKE EXCELLENT ZOMBIE DEFENSES. JUST REMEMBER TO AIM FOR THE HEAD.
7. SPORTING GOODS CAN BE HANDY IN A PINCH.
8. FAILURE TO FOLLOW THESE INSTRUCTIONS WILL RESULT IN DEATH AND/OR CONSPIRATION.

THE GUILD WAS ENDORSED TO YOUR CONNECTION WITH THE ZOMBIE AWARDS SHOW.

Zombies can only be stopped by removing the head or destroying the brain.

Shoot the center mass. ONLY when distance does not permit a head shot. Only used for slowing them or down the tempo.

Shoot the lower extremities. ONLY when distance does not permit a head shot. Only used for slowing them or incapacitating the tempo.

Get out of the car. The zombie may be gone, but the threat lives on.

Keep moving, keep low, keep quiet, keep alert! Get up the sidewalk, then destroy it.

Use your head: cut off theirs. Ideal protection = tight clothes, short hair.

Blades don't need reloading. They feel no fear, why should you?

No place is safe, only safer.

