

Flatworld Survival Guide
or
How to Survive
a
Zombie Apocalypse

Throughout History

- 1587, Roanoke Island, NC
 - Entire colony disappears among rumors of “a band of savages [with] putrid, worm-ridden skin impervious to powder and shot.”
- 1852, Chiapas, Mexico
 - 3 American treasure hunters rescued a condemned man who turned on them – killed one member of the party and wounded the other two. The wounded were subsequently never heard from again.
- Jan, 1993, Downtown Los Angeles, CA
 - A few local gangs, arrested for a shoot-out at a local school in which they had barricaded themselves, claimed that they were only protecting themselves from an attacking horde of homeless people.

Source: The Zombie Survival Guide, Max Brooks, © 2003 Three Rivers Press, NY, NY

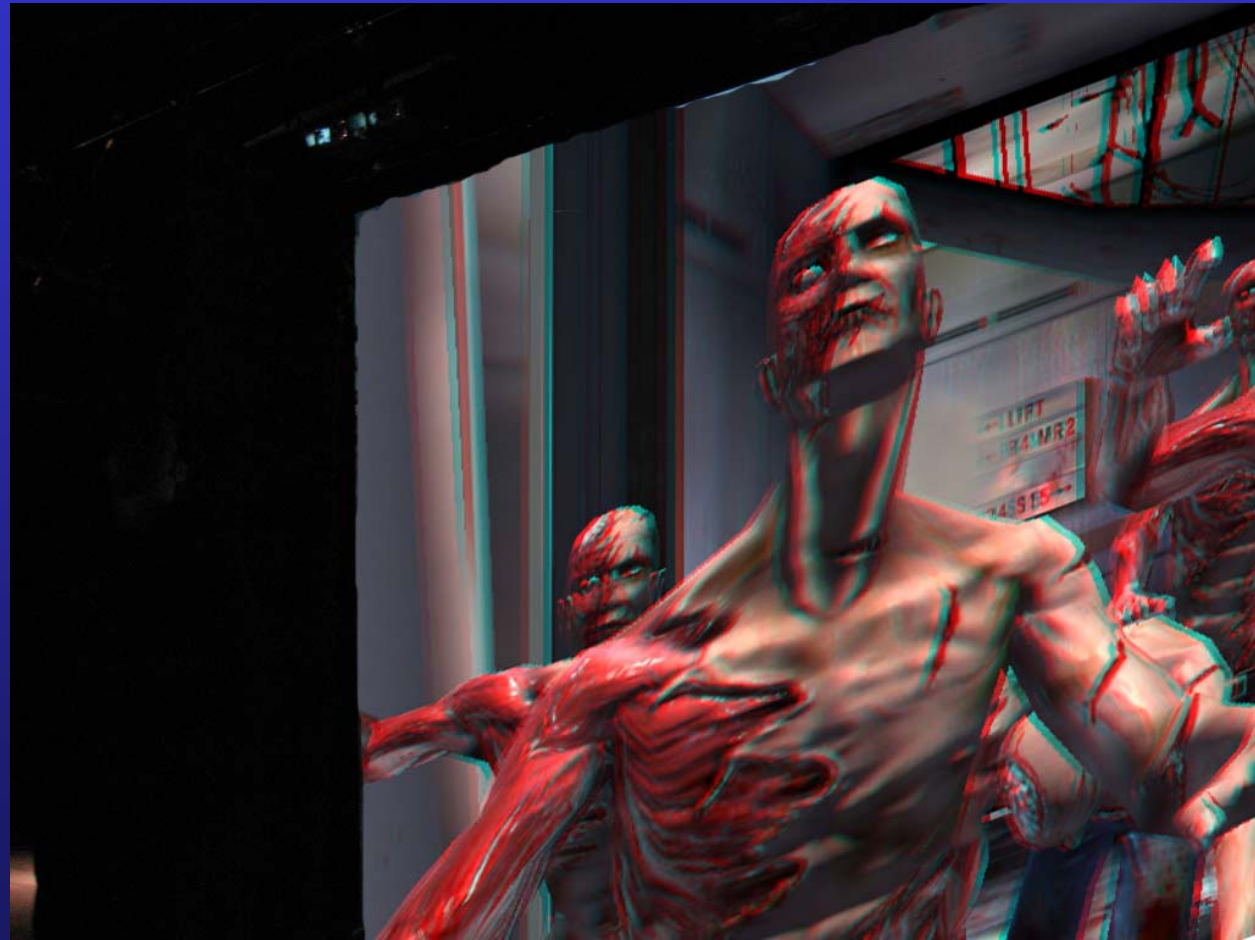
Definitions

- ZAS – Zombie Attack Scenario
- Class 1 Outbreak: Insignificant Infestation – Single neighborhood, village
- Class 2 Outbreak: Minor Infestation – Small town
- Class 3 Outbreak: Major Infestation – Big city
- Class 4 Outbreak: Zombie Apocalypse – Very few places on Earth that are safe

It Can Happen

Train for the
eventuality of a
Class 4 Zombie
Infestation

Learn to escape
and, if necessary,
fight back



Behind any Door



Since trouble can lie in wait behind any door, train your reflexes and senses to survive.

Never Forget! Running is the better part of valor. Fleeing saves resources and dying adds to the horde!

Learn the Signs

There are always signs. Learn them and you can be prepared.

Don't be caught unaware by a large group of zombies!



Survive and Thrive

With enough training, you TOO can be ready.



Crunchy Bits



Agency: The trainees must use the area provided to survive the ZAS, with difficulty settings ranging between Insignificant to a full-fledged Zombie Apocalypse.

Assets:

- Projected backgrounds (picture-perfect suburb, apocalyptic wasteland, etc.)
- Set design (ruins, average apartment, etc.)
- Environmental elements (debris, prop furniture)
- Characters (Zombies, Zombies, Zombies)