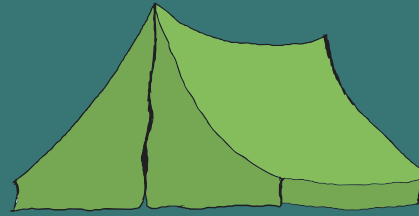


# ZOMBIE PLAN

## CaffiNation Fairly Official Emergency



You'll Need Food, Shelter and Weapons to Survive.

Prepare beforehand, locate shelter with easy access to supplies, building materials & weapons. Plan multiple routes  
Band Together, move swiftly and work as a team.

Be Prepared to Eliminate your Allies if Infected!



### Arm Thyself!

Anything can be a weapon, sharpen

### Sever or Smash:

A Zombie with no head is truly dead

### MultiTool:

You have a 2 hands your tool choice counts

### Level 1 Weapons:

Crow Bar, Shovel, Tire Iron, Bat

### Level 2 Weapons:

Machete, Sword, Axe

### Noise!

Attracts Zombies, Which is bad



### Guns!

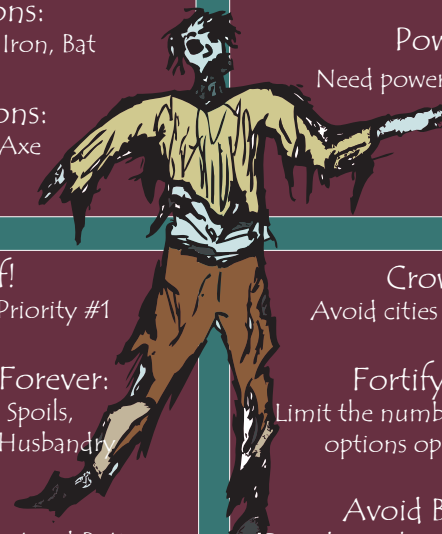
Run out of Ammo & make a racket

### Cars!

Your initial escape! Ditch, then bike

### Power Tools!

Need power and cause a ruckus



### Feed Thyself!

Food & Potable Water Priority #1

### Power Won't Last Forever:

Freezers Thaw, Food Spoils,  
Think Cans, Gardening, Husbandry

### Long Haul:

Plan to Collect Rain, Compost and Ration

### Gear Up:

You'll need Armor, Eyewear & courage

### Maintenance:

Be prepared to sharpen & fix your tools

### Crowds are Bad!

Avoid cities & Population Centers



### Fortify, Don't isolate

Limit the number of exits, but keep your options open for a quick escape

### Avoid Bodies of Water:

Provide sneak approach & limit movement

### There is no outside:

Stock up, & plan to not come back for more

### Don't Rely on Consumables:

If it needs Bullets, Power Or Gas, Its trouble