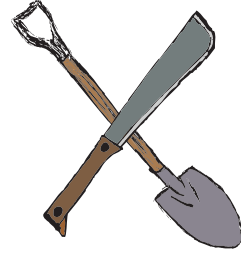
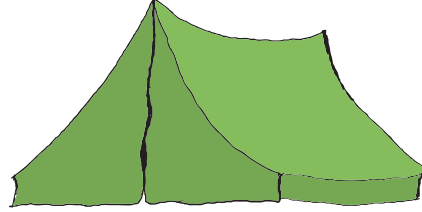
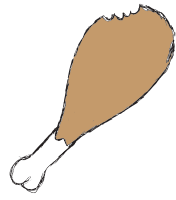


ZOMBIE PLAN



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



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



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

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

