

WHERE DO ZOMBIES COME FROM?

by Dr. Raymond Stantz

Just where the undead come from is still a matter of debate, but can be organized into three categories – revenge, magic, and super-science.

Just when mankind first encountered them however, without question, pre-dates humanity's recorded history. Zombies, a very particular form of the undead – not to be confused with ghosts or vampires – appear everywhere in mythologies from around the world.

Revenge – Much like certain ghosts, individuals of extreme willpower are capable of returning from the dead to right wrongs, such as murder or theft. These zombies are rare and are hazardous only to those individuals they have targeted for revenge (or those who would try and stop them.) They are non-contagious, and as such, many police forces are now trained to identify, follow them to their target, intervene with force just prior to attack, and then hand the matter over to cold-case detectives.

Magic – In those cases where the pre-zombie individual could not or did not reanimate, magic can be used to bring the dead back to life. This is often in spirit form, but the more recent the death,

and hence the less deterioration to the physical form, the more likely it is that the individual will return as a zombie. In these cases the goals of the zombie are dictated by the controller of the magicks that raised them.

Super-science – These days the greatest concern of government agencies and private organizations such as Ghostbusters International, is with zombie outbreaks caused by advanced and out-of-control science. This includes viral, chemical, and even radiological causes.

Without fail, these outbreaks are contagious and can spread at an exponential rate. Contact with these outbreaks must be avoided at all costs!

Note Regarding Voodoo – It's hard to place Voodoo zombies in either the Magic or Super-science category of zombies. There are scientific and magical elements in their creation, but the zombies are almost always a living individual under the control of another. In fact, calling them zombies is misleading and has led to many unfortunate deaths as scared individuals defend as they would against a real zombie. Victims of Voodoo require remote guidance from their controller, so watch for them – also watch for vital traits, such as bleeding, unclouded eyes or blinking, and limited verbal communication.

Regardless of what caused them, should you ever encounter a zombie, you should vacate the area and inform the local authorities - dial 911! While we appreciate the business, in the event of a contagious zombie outbreak, the military and federal disease control agencies should be the first to know - call the police and they will determine who they gonna call (so to speak.) Should you find you or your family directly threatened, please follow some of the safety tips provided in this pamphlet.

Like fire safety, it is important that you sit down with your family and come up with a family-plan on what to do in case of zombies.

- 1) Where to meet - what's the best place in your house to hide? Should have a phone, water, and if possible, food.
- 2) Forget the pets - zombies seek human flesh out of instinct and will only turn on animals as a last resort. Small, caged animals that can be safely retrieved are alright, but don't worry if you can't find Fido - larger pets will avoid the dead.
- 3) Aim for the head - should things get rough, all family-members will have to learn to swing for keeps. What better reason to take the family out to the batting cages on weekends?

ZOMBIEWALK a guide to suggested zombie etiquette

Borrowing heavily from other zombie-walks, here are a few guidelines they followed in order to make their walk a popular success.

Zombies should observe the “haunted house” rule and do not touch anyone without their okay.

Zombies that see someone getting really spooked, should turn away and shuffle off.

Zombies will not get blood on innocent bystanders or their things (this includes cars.)

Zombies don't litter or destroy private property.

Zombies will stick to public property - those on private property will leave reasonably soon after being asked.

Zombies should stay off the streets as much as possible. If crossing the street, it's ok to be a “fast zombie.”

Zombies who don't exhibit these behaviors will be “beaten” into shape by their fellow horde.

but most of all...

Zombies should have fun!



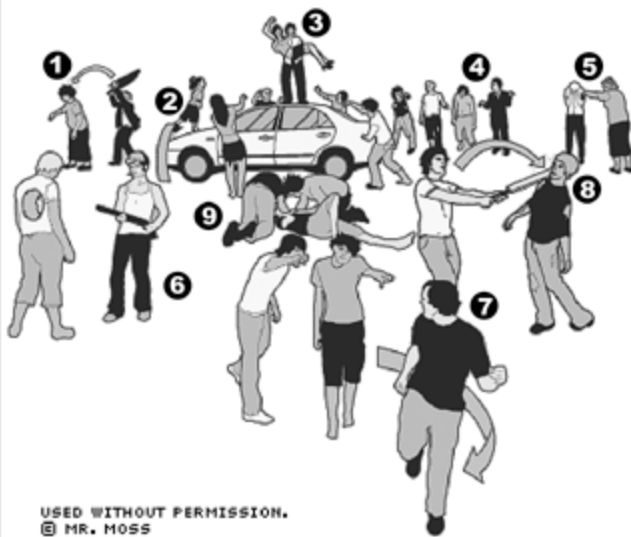


ZOMBIES

A BASIC GUIDE

AIM FOR THE HEAD! IN CASE OF ZOMBIES...

- 1 ZOMBIES EXHIBIT POOR SPACIAL AWARENESS AND ARE THEREFORE EASY TO SNEAK UP ON. OR MORE IMPORTANTLY, SNEAK AWAY FROM.
- 2 ALWAYS AIM FOR HIGH GROUND. YOU WILL BE MORE DIFFICULT TO REACH.
- 3 NEVER LEAVE SOMEONE BEHIND, IF IT CAN BE AVOIDED.
- 4 ZOMBIES ARE SLOW AND DIM-WITTED - IT MAY BE POSSIBLE TO MOVE AMONGST THEM UNDETECTED.
- 5 SHOW NO MERCY - THEY ARE NOT YOUR FRIENDS AND RELATIVES ANY LONGER.
- 6 FIREARMS MAKE EXCELLENT ZOMBIE DETERRENTS, JUST REMEMBER TO AIM FOR THE HEAD.
- 7 ZOMBIES HAVE DIFFICULTY MOVING QUICKLY - IT SHOULD BE EASY TO OUTFRAN THEM.
- 8 SPORTING GOODS CAN BE HANDY, SUCH AS A BAT.
- 9 FAILURE TO FOLLOW THESE WARNINGS WILL RESULT IN DEATH OR ZOMBIFICATION - REPORT ALL BITES AND ZOMBIE-CAUSED INJURIES!



SPOTTING ZOMBIES A SHORT LIST OF ZOMBIE DEAD GIVEAWAYS.

- Sickly appearance, either in skin tone or otherwise emaciated appearance.
- Craving for human flesh.
- Unresponsive to attempts to communicate.
- Unresponsive to physical trauma.
- Cloudy eyes - don't be fooled, they can see you just fine.
- They've got red on 'em.



QUICK QUOTES!



Duncan S. de-animated on August 2006, Vancouver autopsy suggests 8 steps from patient zero

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