

**ENGLISH LANGUAGE AND COMPOSITION**  
**SECTION II**  
**Total time—2 hours**

**Question 1**

(Suggested time—40 minutes. This question counts for one third of the total essay section score.)

**Directions:** The following prompt is based on the accompanying eight sources.

This question requires you to synthesize a variety of sources into a coherent, well-written essay. When you synthesize sources, you refer to them to develop your position and cite them accurately. *Your argument should be central; the sources should support your argument. Avoid merely summarizing sources.*

Remember to attribute both direct and indirect references.

**Introduction**

Much attention has been given lately to the possibility of an outbreak of *zombie behavior spectrum disorder* (ZBSD), more commonly known as “zombieism.” Our daily lives seem to be saturated with books, articles, and blog posts, among other sources, that focus on the possible outcomes of such an outbreak or invasion.

Many people worry that the widespread proliferation of zombies could have an irreversibly negative impact on our society, resulting in the destruction of families, communities and government agencies. At the same time, however, zombie advocates suggest that ultimately our society could benefit from the inclusion of the “life impaired” into mainstream culture. Regardless of one’s position, it’s difficult to argue that the quality and quantity of face-to-face interaction would change should zombies become a part of daily life.

**Assignment**

Read the following sources carefully. **Then, in an essay that synthesizes at least three of the sources for support, evaluate the most important factors that humans should consider when choosing an approach to coping with an influx of those experiencing ZBSD.**

You may refer to the sources by their titles (Source A, Source B, etc.) or by the descriptions in parentheses.

SOURCE A (University of Florida)

SOURCE B (Yahoo! Movies)

SOURCE C (Harmon)

SOURCE D (Zombiephile)

SOURCE E (Lipo)

SOURCE F (Burk)

SOURCE G (Wikipedia)

SOURCE H (Collins)

# Source A

## ZOMBIE ATTACK

### Disaster Preparedness Simulation Exercise #5 (DR5)

E-Learning System Support Team:  
AT-ICS, AT-LSS, CNS-OSG, UF Help Desk

#### Purpose

The purpose of this exercise is to discern appropriate strategies for responding to a zombie attack and/or infection that might affect the University of Florida campus.

#### Participants

- All AT-LSS staff
- Appropriate AT-ICS staff
- Appropriate CNS-OSG staff
- Representatives from the UF Computing Help Desk
- CNS emergency planning representatives
- EHS emergency planning representative
- UF Zombie Response Team<sup>1</sup>

#### Process

This exercise consists of a single event: a table-top exercise in which the science (e.g. neurobiology) of “zombieism,” or *zombie behavior spectrum disorder*<sup>2</sup> (ZBSD) will be discussed and the stages of an outbreak identified, with follow-on discussion of how an outbreak of zombie attacks might affect maintaining support for the campus course management system.

This disaster exercise may draw upon the Campus Closure Exercise (DR4) current in the preparations stage.

#### Discussion

It is clear that international media have begun paying increasing attention to the possibility of an outbreak of zombie behavior spectrum disorder.<sup>3</sup> Likewise, major metropolitan police agencies are starting to pay attention to the possibility of zombie attacks and are addressing citizen notification concerns.<sup>4</sup>

<sup>1</sup> Such a team does not yet exist at the University of Florida; but we are confident UF administration will soon see the importance of such a group, probably situated within the University Police Department.

<sup>2</sup> This term is coined in the context of this exercise as a descriptive term for a variety of similar situations, the causes and taxonomical delineations of which have yet to be determined by the scientific community. Hence, the phrase *zombie behavior spectrum disorder* or ZBSD must not be understood as a scientific or medical diagnosis; but merely as a descriptive term covering a wide variety of behaviors having somewhat similar public “event profiles” and public impacts. Note further that as the science of these events evolves, further disaster planning exercises may be necessary to incorporate specific dynamics of divergent outbreak etiology and behavior patterns.

<sup>3</sup> See the documentary studies, *Night of the Living Dead* (Romero, 1968), *Day of the Dead* (Romero, 1985), *Dawn of the Dead* (Romero, 1978), *28 Days Later* (Boyle, 2002), *Day of the Dead* (Miner, 2008), *Dead Snow* (Wirkola, 2009), *et al.* For an alternative interpretation on zombieism and survivor response patterns consult *Shawn of the Dead* (Wright, 2004) which addresses some of the issues related to dating during an outbreak of ZBS (see below). See [http://en.wikipedia.org/wiki/List\\_of\\_zombie\\_films](http://en.wikipedia.org/wiki/List_of_zombie_films) for a more complete bibliography of Zombie Studies documentaries.

At the same time, it is also clear that the science behind ZBSD is not fully understood and, as a result, attempts to portray and study zombie behavior are not always accurate, leading to some confusion about how to accurately identify a true zombie in the midst of an outbreak.<sup>5</sup>

For purposes of this exercise, no attempt is made to distinguish between true zombieism and other, yet to be identified, outbreaks having somewhat similar affects on the general population that may fill out the full scope of the zombie behavior spectrum. For obvious reasons, we will leave that discussion to experts in the field of Zombie Studies.<sup>6</sup> In this exercise, we assume that the affects of widespread attacks by flesh-eating, apparently life impaired individuals,<sup>7</sup> accompanied by rapid spread of ZBSD caused by bites and scratches that do not result in the immediate death (and presumed consumption) of the victim, are relatively similar despite differences in biological and/or neurological causes and the etiologies of the various specific syndromes.

*Part 1* of this exercise will be to identify characteristics of a zombie outbreak that might precede official notification. These might include:

- a. Disappearance of isolated citizens, initially in relatively remote areas;
- b. Increasing numbers of gruesome unexplained deaths and disappearances, especially at night;
- c. Identification of difficult to kill, flesh-eating perpetrators;
- d. Recognition that the numbers of perpetrators is rapidly increasing and that those previously identified as victims have reappeared as perpetrators;
- e. Increasing isolation of survivors;
- f. Breakdown of peace-keeping and medical services;
- g. Documentation of lots of strange moaning.

---

<sup>4</sup> <http://www.buzzfeed.com/expresident/boston-police-zombie-defense>

<sup>5</sup> <http://io9.com/5286145/a-harvard-psychiatrist-explains-zombie-neurobiology>. In this analysis of zombie behavior patterns, Harvard Psychiatrist Dr. Steven C. Schlozman argues conclusively that the “infected” in the study *28 Days Later* could not be zombies because they possess, “some sort of higher cortical function going on that allows them to hunt humans.” Furthermore, “the fake zombies in *28 Days Later* exhibit fluidity of motion. They can run, jump, climb and quickly change direction – activities that the true ... zombies [portrayed in the studies by leading Zombie researcher Oscar Romero] are incapable of performing.”

<sup>6</sup> cf. Syracuse University (<http://blogs.theelusivefish.com/madscience/2006/02/23/syracuse-university-and-the-underground-zombie-studies/>); Stanford University (see <http://www-formal.stanford.edu/jmc/zombie/zombie.html>)ong others.

<sup>7</sup> While many people refer to “undead,” practitioners in the field of Zombie Studies and zombie advocates such as PETZ: People for the Ethical Treatment of Zombies, and supporters of Florida Zombie Preserve, Inc. insist that the term “undead” clearly connotes deficiency; specifically the absence of both life and death. Hence, we suggest here the term “life impaired” to recognize the difficulties imposed on a former person by zombie behavior spectrum disorder (ZBSD) but without suggesting the former person is somehow “deficient” as a result of the infection.

Part 2 of the exercise will be a discussion of how the overall impact of a zombie outbreak will affect use of and support for the course management system and will address such issues as:

- a. In general, zombified users will be inarticulate and unable to clearly describe technology problems and use cases;
- b. Some support staff may be infected and unable to effectively and efficiently carry out their support responsibilities;
- c. The rapid breakdown of civil society and declining numbers of uninfected users may have adverse budget impacts resulting in a reduction in staffing levels;
- d. The spread of ZBSD to institutional administration may complicate policy making;
- e. Conversely, the spread of ZBSD to institutional administration may simplify and streamline policy making resulting in dramatic improvements in administrative responsiveness and service delivery;
- f. Additional security measures will need to be implemented at service delivery points (i.e. the Hub and SSRB).

Phase 3 of the exercise will cover important operational topics such as:

- Proper hygiene during an outbreak;
- Most effective hiding places and refuges should you encounter zombies at home;
- How to properly process and route inarticulate zombie-calls to avoid being accused of failing to adequately support infected UF faculty, staff, and students;
- Situational work practices such as covering windows, barricading doors, and distinguishing between zombie moans and other moaning encountered in the workplace;
- Dispelling myths. For example, contrary to Lawrence (2007),<sup>8</sup> garlic will not stop true zombies, only vampires; and zombies do come out during the day, though they are most active a night because they typically do not like sunlight;
- Policies and procedures for dispatching an infected co-worker.<sup>9</sup>

### Anticipated Outcomes

1. Improved understanding and identification of *zombie behavior syndrome* and *zombie behavior spectrum disorder* to enable timely implementation of for more effective response zombie attack situation procedures and policies;

---

<sup>8</sup> Lawrence, F. (2007). *I Am Legend*. In this documentary study of a ZBSD outbreak in New York City and surrounding areas, Lawrence asserts that the zombies were effectively deterred by garlic. However, it can be argued that the infected analyzed in Lawrence's study were not, in fact, zombies at all due to their conscious hunting behavior, inability to come out during the day, and volitional, fluid movement. Hence, Lawrence may not be portraying ZBSD at all but part of what may be considered *zombie behavior spectrum disorder*, in which some infected not at the "true zombie" part of the spectrum (cf. Schlozman, *op cit.* fn 4) may in fact be deterred by the smell or presence of garlic. Once again, however, it is not the purpose of this disaster preparedness exercise to enter into this scholarly discussion.

<sup>9</sup> For example, employees should avoid dispatching infected employees in the absence of witnesses; this can cause problems with documentation.

2. Increased readiness on part of staff for zombie outbreak situations including appropriate security and personal protection practices and policies;
3. Enhanced ability to maintain ELS service in the event of an outbreak;
4. Decreased transition time to move from standard operations to ZBSD operations;
5. Increased ability for UF to rely on the E-Learning System to continue the core mission during a zombie outbreak;
6. Development of a formal ELS zombie outbreak plan
  - a. Other UF support units may need to develop their own ZBSD plans;
7. Improved efficiency and economies of scale in the process of identifying and dispatching ZBSD infected co-workers.

#### **Tentative Action Items**

- Equip all staff offices with “blackout curtains” to prevent identifying worker locations to zombies;
- Equip all offices with easily barricaded doors able to withstand prolonged zombie incursion attempts;
- Equip staff with laptops and ensure IPCC software is installed, tested, and working for staff who may find commuting to work to be difficult;<sup>10</sup>
- Equip all staff with long range (e.g. rifles) and short range (e.g. hand guns) firearms or other weaponry (e.g. chain saws, baseball bats, LPs<sup>11</sup>) for defense against the infected and to dispatch possibly infected co-workers.<sup>12</sup>

---

<sup>10</sup> For example, we would anticipate that commuting would be feasible during outbreaks of ZBSD such as those studied by Romero (1968),(1978), (1985), *et al*; while the Zombie Spectrum Disorder behaviors studied by Boyle (2002) would result in much greater difficulty with commuting and therefore greater need for work-from-home support. However, employees with small cars incapable of running over zombies may be forced to work from home even in a Romero-type outbreak.

<sup>11</sup> See Wright, 2004, *op cit*.

<sup>12</sup> Some employees may prefer weapons such as chain saws, baseball bats, and explosives that have been shown to be effective against zombies. Given the stress on staff to be anticipated during a zombie outbreak, employees should be given the flexibility to choose their own weaponry thereby diminishing anxiety. However, the University will need to consider the savings gained at economies of scale as well as enhanced ability to support a standard anti-zombie weapons “kit.”



## INFECTED CO-WORKER DISPATCH FORM

### Personal Information

Name: \_\_\_\_\_ UFID: \_\_\_\_\_

Work Phone: \_\_\_\_\_ Work Address: \_\_\_\_\_

Work Department/Unit: \_\_\_\_\_

### Incident Information

Date of Incident: \_\_\_\_\_ Location: \_\_\_\_\_

This is to verify that at the time and place indicated above I was required to kill \_\_\_\_\_  
(last name)

\_\_\_\_\_, UFID # \_\_\_\_\_ because he / she was displaying the following  
(last name) (if known)

symptoms of ZBSD, or Zombie Behavior Spectrum Disorder (check all that apply):

- |   |   |
|---|---|
| <input type="checkbox"/> headache   | <input type="checkbox"/> fever                          |
| <input type="checkbox"/> chills   | <input type="checkbox"/> other flu-like symptoms        |
| <input type="checkbox"/> unresponsive to most stimuli   | <input type="checkbox"/> moaning                        |
| <input type="checkbox"/> references to wanting to eat brains  | <input type="checkbox"/> recently dead but moving again |
| <input type="checkbox"/> large areas of decaying flesh or open wounds                                       |   |
| <input type="checkbox"/> lack of rational thought (this can cause problems confusing zombies with managers) |   |
| <input type="checkbox"/> killed and ate another employee: _____<br>(name and unit of other employee)        |   |

Based on these symptoms I killed \_\_\_\_\_ using a:  
(name of dispatched zombie)

- |  |   |
|--|---|
| <input type="checkbox"/> handgun                                       | <input type="checkbox"/> rifle              |
| <input type="checkbox"/> shotgun                                       | <input type="checkbox"/> baseball bat       |
| <input type="checkbox"/> chainsaw                                      | <input type="checkbox"/> piece of furniture |
| <input type="checkbox"/> explosive device - _____<br>(describe device) |   |
| <input type="checkbox"/> other - _____<br>(describe)                   |   |

Dispatching Employee Signature: \_\_\_\_\_

**Witnesses:**

\_\_\_\_\_ (last name) \_\_\_\_\_ (first name) \_\_\_\_\_ (UFID #) \_\_\_\_\_ (unit)

\_\_\_\_\_ (witness signature)

\_\_\_\_\_ (last name) \_\_\_\_\_ (first name) \_\_\_\_\_ (UFID #) \_\_\_\_\_ (unit)

\_\_\_\_\_ (witness signature)

\_\_\_\_\_ (last name) \_\_\_\_\_ (first name) \_\_\_\_\_ (UFID #) \_\_\_\_\_ (unit)

\_\_\_\_\_ (witness signature)

**DO NOT WRITE BELOW THIS LINE - TO BE COMPLETED BY UNIVERSITY ADMINISTRATION**

Reviewed by: \_\_\_\_\_ (name) \_\_\_\_\_ (title)

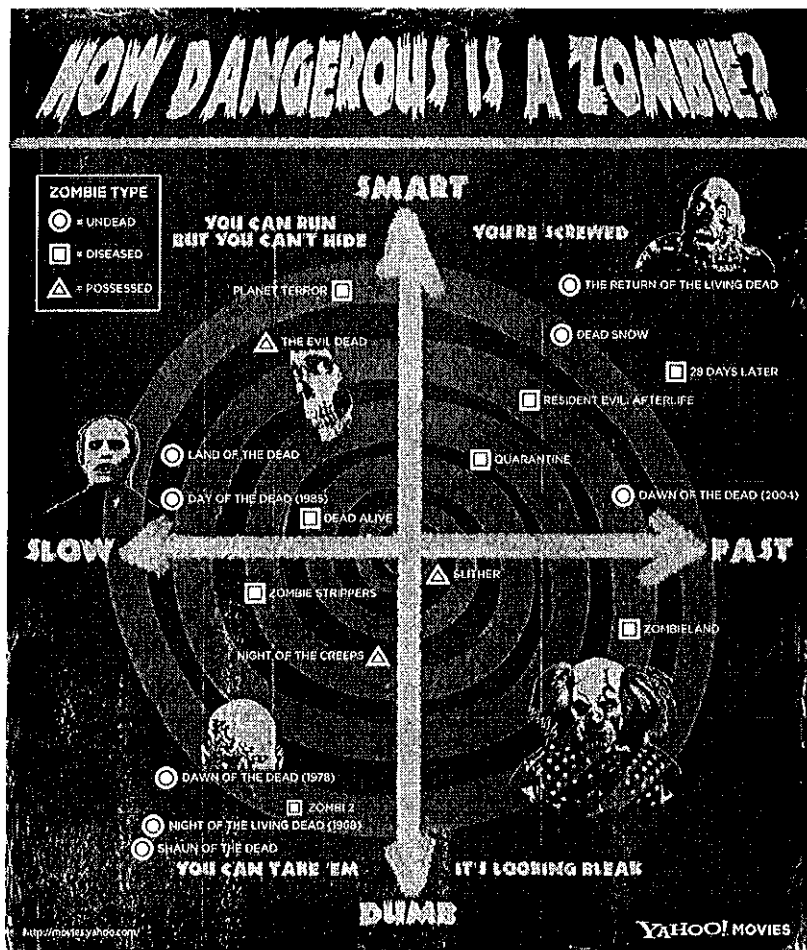
**Dispatch is: \_\_\_\_\_ Approved**

- \_\_\_\_\_ Physical plant has been notified to send housekeeping for cleanup
- \_\_\_\_\_ Employee has been sent additional ammunition (as appropriate)
- \_\_\_\_\_ HR has been notified to stop salary payments to dispatched employee and victims (if any)

**Dispatch is: \_\_\_\_\_ Not Approved**

- \_\_\_\_\_ Physical plant has been notified to send housekeeping for cleanup
- \_\_\_\_\_ Employee supervisor has been notified to write letter of reprimand for employee file
- \_\_\_\_\_ HR has been notified to stop salary payments to dispatched employee and victims (if any)
- \_\_\_\_\_ This is a first offence [If this is a repeat offence, employee supervisor should be notified to initiate termination procedures. Improperly dispatching UF employees shall receive little toleration.]

Source B





## Source C

### 10 Health Benefits of a Zombie Uprising

jharmon on Aug 14, 2010

The dead are among us, or soon will be, but that's not all completely bad. Why not? Because a zombie apocalypse has its pluses. You're asking, like what? Read on, gentle reader, to find out the health benefits of a zombie invasion.

1. **Heart health:** If you're alive during a zombie apocalypse, be prepared to do a lot of running. Running is good for the heart, thus a zombie apocalypse is good for the heart. Of course if you don't run, or can't run fast enough, then the zombies will eat you. And that's not good for your heart.
2. **Hand-eye coordination:** How does a zombie invasion help with this? Because you're probably going to be doing a lot of shooting, at least if you're not one of those wimps who is afraid of guns. If you are one such wimp, be prepared to be zombie food, because the rest of us aren't going to save you. But if you are willing to pull the old trigger, you're probably going to be doing so a lot. And that means your hand-eye coordination will improve. Or you'll soon be meat on the street.
3. **Mental capacity:** Yes, you'll become smarter during a zombie outbreak. How is this? Well, if you survive long enough, eventually all the electricity is going to be gone. No more computers. No more televisions. Even radios will be dead. That means you'll have to have something to fill up your time between scrounging for food and avoiding the walking dead. What will that something be? How about books? There'll be plenty of empty homes with books available, and of course there'll be the local library. Card and board games are going to get boring eventually, and besides, you might not have anyone with whom to play.
4. **Cancer:** Because you won't be around long enough to worry about it.
5. **Immune system:** Actually, this one is more long term. There would likely be lots of diseases spread during and after a zombie uprising. Whomever the zombies didn't get, a lot of them would likely buy the farm due to the constant outbreak of various virus attacks and other diseases, and the lack of medical attention. But those who survived all that? Just think how strong their immune systems will be!
6. **Losing weight:** Survivors will be light on their feet. For one thing, they won't have the easiest of food supplies to get. For another thing, those of us who are chunky will be the first to go down between chomping teeth. For a third thing, survivors will be doing lots of running, thus burning calories and losing weight. It's all good.
7. **Body odors:** No, body odors won't actually be going away. In fact, they'll probably get worse, a lot worse. But the stench of the undead, of all the dead and diseased bodies, and of the general decay of civilization, will be so overpowering that we'll no longer worry about body odor. Plus there'll be lots of free Right Guard in all the empty houses.
8. **Alertness levels:** Who needs coffee? Because you *will* be alert. Or you'll be food.
9. **Smoking:** Because soon there won't be any tobacco. Then what are you going to do?
10. **Allergies:** Are you really going to be worried about allergies while some *thing* without eyes is trying to chew off your face? Probably not, but if so, see your doctor. Oh, wait, your doctor *is* the thing without eyes trying to chew off your face. Well, in that case, you're screwed. Or you can take advantage of all the allergy and garlic pills laying around in pharmacies and hospitals. But get them quick! They'll eventually not be any good.

<http://authspot.com/thoughts/10-health-benefits-of-a-zombie-uprising/#ixzz1G2eoRI3z>

## Source D

### Ten WORST Things to do During a Zombie Outbreak By The Zombiephile | July 5, 2007 |

A wave of Zombie survival manuals have popped up recently, this one included, telling people what they should do during an outbreak of zombies. Thing is, nobody's talking about what people *shouldn't do* during a zombie outbreak.

#### **10. Don't set zombies on fire. Burning zombies smell terrible.**

We're not sure why you see it in every zombie movie, but it stands to reason that the only thing worse than a zombie is a flaming zombie. Remember, it can take a long time for a zombie to burn to death – more than ten minutes, in some recorded cases. Do you really want a burning zombie lighting you and your friends on fire? Play it safe – chances are good that there won't be much fire-fighting infrastructure in place during a zombie outbreak if things get out of hand.

#### **9. Don't get sentimental. Zombies won't.**

Sure, it's your house. Sure, they were your family and friends. But now it's a zombie nest, and they're zombies. Stick around, and your best chance is to become zombie food – worst case, you'll end up a zombie like the rest. Zombies don't have any feelings – neither should you.

#### **8. Don't forget to shut the door behind you. Zombies often come over without calling first.**

Were you born in a barn? Zombies might not be the brightest, but they know an open door when they see one. Keep your suburban zombie fortress secure by remembering to close and lock the door behind you. And don't slam it either! Zombies hate that.

#### **7. Don't keep zombies in the basement. Even if they are your zombie family.**

Actually, you probably shouldn't keep living family members in the basement, either. Devotion to family and friends is touching. However, you don't want them to be touching you, after they're dead. Do yourself a favor and make sure you put zombie friends and family down properly. Remember, there is no zombie cure, and keeping them around only prolongs their suffering and increases the risk for everyone. Besides, do you really want to get eaten by your buddies?

#### **6. Don't try to reunite with friends / family over long distances.**

Don't have a nice cup of tea and wait for this all to blow over. It's a rubbish idea. Seems like a great idea, doesn't it? That's what everyone thinks. Look, do the math. If you leave your house at noon, heading toward your mum's, traveling 3 km per hour, and a crowd of zombies leaves the general vicinity of your mum's at the same time, heading toward you at 1 km per hour, what time will you get eaten by zombies? Skip the math and consult rule #9.

#### **5. Don't go down. Zombies can go down too.**

Zombies can't climb. You can. In light of this, why would you ever choose to go down, rather than up? Stay out of basements, gullies, sewers, and anyplace else that zombies might unwittingly wander / fall into and be unable to get out of. Remember, it's unlikely that a human would be in a sewer, but zombies don't care a whit about the smell.

#### **4. Don't broadcast your presence. Zombies may be listening.**

Zombies that still retain their ears have been statistically shown to have above-average recognition of bassline frequencies. If you absolutely must blast music while killing zombies, do it on your Ipad, and you might want to consider delaying that block party until after the zombie outbreak blows over. During a zombie outbreak, remember to turn your cell phone to vibrate – it's only polite.

#### **3. Don't stand in front of the window. That's just foolish.**

You'd think this one didn't require stating, but apparently it does. Windows are an aesthetic defense against the environment, not protection against zombies and the living dead. Once you find your fortress, barricade the windows as quickly as possible and stay the hell away from them. Whatever you do, don't deliver speeches with your back to them.

#### **2. Don't get too creative with zombie defense.**

Sure, chainsaw slits in your van seemed like a good idea at the time, before you filled your car with fumes and exhaust, passed out at the wheel and got yourself sawed in half.

Well, ok, not sawed completely in half. But sawed mostly in half.

The temptation to get very creative with zombie dispatching can seem almost unbearable at times, but when it comes to killing zombies, that old adage applies: Keep it simple, stupid!

#### **1. Don't be "that one jerk" in your group.**

Textual analysis of zombie movies has proven that "that one jerk," a character ubiquitous in zombie and survival horror movies, only stands a 4.32% chance of surviving until the end of the movie. Later studies have challenged that figure, citing several movies in which "that one jerk" was one-upped by "the other, bigger jerk," who then assumed "that one jerk" status.

What do these figures mean? Being nice matters. To dramatically increase your chances of survival, make sure you always have "that one jerk" traveling in your party with you, otherwise you might end up playing the role of "that wimpy guy," a similarly ill-fated character.

**IMPORTANT NOTE:** If you believe you are already "that one jerk," you should immediately leave your group. You might be able to pass as "that Kevin Costner anti-hero" if you're traveling solo.

## Source E

Carl Lipo, Ph.D.

Associate Professor of Anthropology, California State University at Long Beach

**Wednesday, May 20, 2009**

### **The Benefits of Zombies**

Over the past couple weeks, I have had to deal with a couple of crappy events in my life. On aspect of these events is that it has made me realize the genuine value of hordes of flesh-eating undead. Whenever things look bleak, just compare that situation to one which there were *also* zombies. Have a death in the family? Horrible. Compare that to a situation where you've had a death in the family and gory undead were moaning and pounding at your windows trying to satiate their hunger for living flesh. WAAAY worse. Everything is bleaker with zombies. They make any event relatively brighter! In comparison, every terrible thing to deal with in life is a joy! Zombies: better living through scenarios of undead carnage.

<http://www.evobeach.com/2009/05/benefits-of-zombies.html>



# How to Survive a Zombie Invasion

By *Andrew Burk*, eHow Member

Are you Prepared?  
User-Submitted Article

Imagine waking up in the early morning by the sounds of screams and utter chaos. What was your reality up until this point is now over, everything you believed to be important is now meaningless and as you set out on this journey you have one goal in life, the one unchanging goal that every living thing on this planet has hidden away in their genes...to survive.

This article will provide you with step by step instructions on how to survive a zombie apocalypse. We will be focusing on the classic "slow-moving" zombie, where they overtake their victims by their overwhelming advantage in population. Since survival in rural areas would be relatively easy, and survival in the crowded cities would be utterly impossible during a zombie outbreak, we will also be focusing on surviving in the suburbs; It would still provide an extremely hectic situation, but survival would be possible.

Difficulty: Challenging

## Instructions

### Things You'll Need:

- Luck
  - Shelter
  - A collection of tools
  - Any weapon you can get your hands on
  - Basic provisions (food water)
1. As with any survival situation, how you conduct yourself within the first few hours will determine whether you live or die. Also, in a zombie invasion, the most important thing you must do quickly is to come to terms with what's going on. You will not last long if you run outside and try to help the infected by trying to stop the bleeding and things of that nature. This is where you need to be lucky and trust your instincts. Also, you should try and check the news to educate yourself on what's going on, but after the noise around you dies down use of the computer, televisions and radios produce too much zombie attracting noise.
  2. Weapons. Arm yourself with what you have around you. If you have a gun, great, but do not go out of your way to find one. If you think you can just roll down to Wal-Mart, grab guns and ammo you are wrong. The place will already have been well picked over by the people inside the store when the breakout occurred, it would be a lost cause. The best way to find a gun is to search neighboring houses. This is America and guns are never too far away.

3. Become master of your domain. Deal with any zombies inside your own house only, and gather all non infected persons, don't try to Will Smith it like "I am Legend," it won't work. Above all else, do not try and flee! Whether you try it by car or by foot, it is pointless. The roads will be packed with traffic, obstacles, and debris. Everyone will be scattering like cockroaches to a flame, stay put!
4. Barricade yourself in as best as possible. Block all doors and windows with anything you have in the house. Rip up tables, floorboards, and interior doors to do the trick. It is during the initial invasion you must complete this step because the noise of your barricading will be masked by the chaos around you. Also you should try and cut a hole out of the roof. One that you can use to leave the house at a later time, and is not accessible to the zombies. This also provides an excellent emergency escape route. now all you need to do is fashion a rope ladder and your set.
5. Once you are barricaded in it is important to fill every container you can find with water because in about 2-4 days your utilities will shut off as the people who work to provide and maintain the utilities are killed or run off.
6. Provisions. If you must leave the house for food do it at night, zombies have human like eyesight and hearing, so the darkness of night can provide you with the perfect cover. Avoid super markets and mega stores at all costs! The greeters at these places will not be as friendly as you remember... Try to stick to raiding other houses, and always survey an area before entering it. This is a good way to find food, and maybe even other survivors.
7. Surviving the zombie apocalypse is about staying low and waiting out the storm, though every part of you will just want to get up and start running as fast as you can.

## Tips & Warnings

- To kill a zombie try to destroy the brain, or central nervous system. Since zombies move like we move, by the brain sending electrical impulses to the muscles. Destroying the brain or spinal column can kill or immobilize a zombie.
- Know thy enemy. Try to study the zombies from a far, learn their habits and patterns, it just might save your life.
- There are no moral dilemmas, a zombie child will try to kill you just as an adult zombie would. In the zombie invasion it is kill or be killed.
- Don't go zombie hunting, unless you are forced too. It attracts unnecessary attention to yourself.
- Friends can quickly become foes, don't leave people who are bitten alone at anytime.
- Don't travel during the daytime - Zombies are essentially humans, in the sense that their bodies are human, so their body parts (i.e.- eyes and ears) have the same limitations as all humans' do, and therefore, zombies can not see well in the dark. If you have to travel, slow and steady wins the race. Be overly cautious when traveling, and obviously, getting your hands on a good pair of night vision goggles won't hurt your chances.

Read more: [How to Survive a Zombie Invasion | eHow.com http://www.ehow.com/how\\_5029681\\_survive-zombie-invasion.html#ixzz1G2c2ZJlz](http://www.ehow.com/how_5029681_survive-zombie-invasion.html#ixzz1G2c2ZJlz)

## Source G

# Zombie apocalypse

From Wikipedia, the free encyclopedia

A **zombie apocalypse** is a particular hypothetical scenario of apocalyptic theory that customarily has a science fiction/horror rationale. In a zombie apocalypse, a widespread rise of zombies hostile to human life engages in a general assault on civilization.

In some mythologies, victims of zombies may become zombies themselves if they are bitten by zombies; in others, everyone who dies, whatever the cause, becomes one of the undead. In the latter scenario zombies also prey on the living and their bite causes an infection that kills. In either scenario, this causes the outbreak to become an exponentially growing crisis: the spreading "zombie plague" swamps normal military and law enforcement organizations, leading to the panicked collapse of civilian society until only isolated pockets of survivors remain, scavenging for food and supplies in a world reduced to a pre-industrial hostile wilderness.

The day that the zombie apocalypse begins is sometimes known, by analogy with military operations such as D-Day, as **Z-Day**.<sup>[1]</sup>

### **Thematic subtext**

The literary subtext of a zombie apocalypse is usually that civilization is inherently fragile in the face of truly unprecedented threats and that most individuals cannot be relied upon to support the greater good if the personal cost becomes too high.<sup>[2]</sup> The narrative of a zombie apocalypse carries strong connections to the turbulent social landscape of the United States in the 1960s when the originator of this genre, the film *Night of the Living Dead*, was first created.<sup>[4][5]</sup> Many also feel that zombies allow people to deal with their own anxiety about the end of the world.<sup>[6]</sup> Kim Paffenroth notes that "more than any other monster, zombies are fully and literally apocalyptic ... they signal the end of the world as we have known it."<sup>[7]</sup>

## Source H

31 October

Dear Dana:

I am free. Every day, I am free to be whoever I am. I have all the liberties of any other honest man. I am sure to die someday, perhaps even today, but I shall live out the day to the hilt freely.

Just a progress report from the fall-out shelter. Time has been held hostage for the past six months, but now it has been released; just this past Sunday, as a matter of fact. Among the demands that had to be met was that yours truly become a temporary zombie. Just another working stiff, living for Friday & the humble paycheck. Watching reams of tv & forgetting that there's a "real world" out there that has nothing to do with the shadows on that stippled screen. It's a small price to pay, to have time in its proper place again. I'm not sure how long it will be necessary to be a zombie, but the duration is sure to be amusing. As it were.

I've found, also, there are certain benefits in being a zombie. For one thing, you are not one of a kind. There's no way you can imagine that you are alone, or special, as most of the people around you are in the same condition. And because they are, they see you & treat you as an equal, rather than as an anomaly. It may be the special people who will move events and change the world, but it's the zombies who control it. It's like a big club. Every two weeks, in this den of zombies, many of us go out & drink. One would suppose this is so we can forget that we are zombies. Well, it's possible. Of course, one might prefer to be alive than to be among the walking dead. But to be alive in this sense means to be a rarity. To be, in other words, the most utterly alone person in the world. Or at least in your community.

Otherwise, life goes on. As per usual, in other words. Have you ever seen those old newsreels, "Time Marches On"? Well, that's what I feel like. Or like those war-time movies with calendar pages flying off into infinity. Just quick flashes of life, snippets of reality; living, as I say, and not the walking death. I suppose those movies that compress a life into 90 minutes or two hours are [actually] true to life. After all, if most of us are zombies, there may be only two hours in our lives that we are actually alive.

Once, I thought I could be an actor, parading on the stage. My ego was certainly large enough for the task. But, apparently, my talent was not. But now, I've discovered that I am an actor. One who plays the role of day-to-day existence. Whether it be a male secretary or a juror trying a madman, I have played my part well. And still remained the same beneath, as we say. But that's all it is, really, a performance. It's play-acting life. And a shadow-play at that, as Shakespeare might say.

But one doesn't generally think of those things. If one did, do you suppose there would be any other choice but to end it all, one way or t'other? Suppose you got up every morning, looked yourself in the mirror, and said (to the reflection): "I am free. Every day, I am free to be whoever I am. I have all the liberties of any other honest man. I am sure to die someday, perhaps even today, but I shall live out the day to the hilt freely." Do suppose you could say that, and then be a zombie in the shadow play? I would think not. So, instead, you forget that you are free; that you shall soon die. Instead, unconsciously, you see yourself as an automaton. Or as a zombie.

That's why, like every other good zombie, I've learned to be content to live in the fall-out shelter. Content with the small reward of the paycheck and the long week-end. With the others, I watch "The Love Boat," even though I find nothing amusing about it. After all, all these tv programs (and most movies) are intended to hypnotize us into forgetting that we are zombies. And since, as I say, we don't really want to think about it, we're only too glad to be hypnotized in this manner.

Well, since I'm talking to you from the office typewriter, I suppose I better sign off. I've already been caught. Well, what the hey? Who cares?

I'll get off the proverbial soap-box now. Hope this letter & its contents find you. Find you well.

Yours,

James

James Collins  
Oklahoma City, Oklahoma