

Chapter 1 : Zombie Clients: Are they eating your brains?!

The annals of horror history are infested with the living dead. And most movie fans would conjure up the same mental picture of a zombie: slow, groaning, hungry for human brains. But like anything.

According to a few prophecies the world will end soon and the most popular theory of late is "Zombie Apocalypse" where the dead rise from their graves to devour the living. The belief that this is what the dead want to do had been around since the beginning and is mentioned in the texts of ancient Sumerian and Babylon and modern day government programs like the CDC, who have an official plan for fighting zombies on their website. Lately people have become disillusioned with many kinds of undead. Vampires are moody whiners who spend too much time seducing emotionally unstable girls. Werewolves tend to lick themselves. Ghouls were never that interesting to begin with. The rotting flesh tends to make a romantic subplot unlikely. And they can dance. The only downside is that they want to turn you and all your friends into shambling rotting corpses just like them, so when you see them slowly making their way down the street everyone knows it is time to break out the ammo and aim for the head. Unfortunately over the years new kinds of zombies have shown up. Some are faster or smarter than the old school zombies. Thus we have *Zombies: The book that will let you identify the various kinds of zombies and survive an attack.* Not knowing the telltale difference between the different types of zombies can land you in serious trouble. So read on, if you are not already muttering hungrily about brains. *Fake Zombies Do Not Kill!* Nine out of ten times if not more any zombie you meet will probably be a fake. It is a very popular costume and there are many events where one might run into fake zombies. Organized zombie walks have been set up, usually outside malls, where people in zombie costumes will slowly walk the streets. Killing them will land you in jail or an insane asylum because a judge will not accept "I thought they were real zombies" as an answer unless they have a few gnawed on bodies as evidence of a real threat. Also they may just be sleepwalkers or people who spend too much time watching television. People who spend too much time in the dark in front of a screen are often pale, vacant eyed, sore covered wastes of life, but they are alive and it is illegal to shoot them no matter how much of a better place the world will be without them. Wait until people actually start dying. Make a loud noise and see if it distracts them. Preferably using fireworks or some other method that does not bring the shambling horde of the undead to your hiding place. If they wake up then simply go about your business. Zombies are not known for their love of sugar while fat television addicts are. If they are zombies and they take the snacks they may get full providing they have stomachs. Fake zombie make-up will wash off. Real zombies will either not notice or attempt to kill you. Viruses kill people by producing organic poisons and devouring healthy cells. They do not help the body get up afterwards, mostly because once the body dies and rots away the virus no longer has food. Rabies has some similar effects. The slow deterioration of the mind and the desire to attack others to spread the virus. And some forms of zombies are contagious, but this is through various other means. Short of some extreme genetic engineering such a virus has never and will never come into existence. This has been a public service announcement paid for by Gene-U-Tech genetic engineering. Producing wholesome medicines through genetic manipulation and not responsible for any large areas vanishing from the face of the Earth. Just the zombies, we swear. *Possessed Zombies* Through various means supernatural entities can be forced to inhabit dead bodies. Normally they actually have no interest in doing so. These entities have existences of their own be they ghost, demon, elder god, or other. The ones that do are usually either insane psychopaths in charge of cults and delivering step-by-step instructions on how to summon them into this world. The others get dragged here against their will and are usually just scared and confused and want out. Once in the body it can take a while for the entity to get a handle on our level of existence. Going from twelve to four dimensions can be disconcerting and the body usually runs on autopilot. The basic Id based responses take over and since most of the blood is gone and the body is probably missing its extremities, unthinking hunger is the first thing they go for. And usually the first edible thing they see if humans. This is why good practitioners of Voodoo use live volunteers carefully poisoned into paralysis and provide food, drink, and other things to placate the body and the spirit within. Loa, the summoned spirits of that religion, are summoned often and usually just to

answer a few questions for their followers before they are released. Voodoo practitioners are usually in service to the loa and do not pose a threat to outsiders, releasing the spirits as soon as the deal is complete. Dark Sorcerers on the other hand bind the spirits, forcing them to stay in their new shells and serve them. The problem is that even the most powerful sorcerer has to sleep eventually and their new "servants" do not. Once the sorcerer is dead and his spells broken, the entity will usually depart. When they stick around worse things happen. The longer the spirit is in the zombie the less human the body becomes. Otherworldly energies permeate the flesh transforming it. This is where other undead like vampires and ghouls and werewolves come from, depending on how human or animal the spirit was to begin with. Other things like demons and dark gods tend to make the bodies more like themselves, starting with odd sores that sprout tentacles, faceted insect-like eyes, claws, extra joints, and other changes that do not match anything known in this world. Their host bodies will also get smarter, stronger, and faster the longer they are here in addition to developing other supernatural powers. These energies are also the source of the Zombie Virus Myth. Contact with other people will have the same effect on them, often faster if they are freshly killed or if the entity can jump between or infest multiple bodies. This is why victims of undead often become undead themselves. Some, especially the more evil demons, will even do it intentionally summoning hundreds of other zombies to serve them. Another popular tactic is for them to use the bodies to grow a new body closer to their own and less fragile; Keymaster-Gatekeeper style. Most possessing entities want to leave and will happily help you send them on their way. Destroy the summoners and the undead bodies as quickly as possible and preferably from a safe distance to avoid infection. Entities new to this dimension have a tenuous hold. They are not used to things like time, space, gravity, and physical forms. Killing the person who summoned them, destroying the mystic items used in the summoning, or severely damaging their bodies can send them back where they came from. Even those things here by choice usually do not wish to inhabit a decapitated head or a pile of ash. If the above does not work iron, red string, running water, and salt will usually damage or at least contain the otherworldly entity and its powers, provided you can form an unbroken barrier. Or it can be used to keep them out while you stay safe inside. It is best to watch them do this from a safe distance incase they are not as well versed in the occult as they think. Some supernatural entities are completely unstoppable by anything human. In this case running, hiding, or joining them are your best shot unless divine intervention is involved. Also there is a chance that several prophecies are right and people are rising from the grave due to being resurrected as part of a biblical end of the world. At that point you need to just accept your loss and prepare to join the ranks of the undead.

Cursed Zombies As a punishment gods, demons, wizards, priests, and other things can inflict a curse on anyone they choose, granting them immortality but inflicting a horrible curse with it. Usually it involves their bodies continuing to age and rot but never dying. Maybe the person stole a relic from a temple, cut the wrong person off in traffic, or they were just bored. A prime example would be the story of the Flying Dutchman where the captain swore an oath and doomed his crew to sail forever, only able to step on land once every ten years. Similar curses can be found on people in cars, running stores, and other places where you could easily have insulted someone by accident. Other times they may be cursed to have to eat human flesh but not trapped. Or they could just be forced to haunt the place by their own circumstances like other ghosts only in their own bodies re: Trapped as they are it can be difficult for even the ones who are not shambling rotting horrors to have a good meal. How long would you be trapped in a car or on a ship or plane with no food and no way out and unable to die before a passing hitchhiker starts to look good? Assuming the person laying the curse left the victim with enough mind to decide that in the first place. Also listen to any rumors and keep an eye out to see if the locals are avoiding something or tell horror stories. Force them to violate the curse. If they cannot touch ground or see the sun or cross running water force them to do it. There may be some way to break the spell and help the pour soul or maybe they know where the one who cursed them is and they can be talked into showing mercy. Returning the stole artifact that caused it is probably a good idea. Run, leaving them trapped. Never go back and make sure you tell your kids not to go there too.

Radioactive Mutant Zombies If the zombie you see is glowing green and dripping slime everywhere, possibly following a world war involving nukes, it is likely a radioactive mutant. While nine hundred thousand nine hundred and ninety nine times out of a million, radioactive waste will just make you sick or kill you. The other time it can mutate

a person causing mutation or even evolution. The radiation will often damage the higher functions of the brain, leaving the more animal instincts intact, leaving them without inhibitions or thoughts other than immediate satisfaction.

Chapter 2 : Murder (Video) - IMDb

Thus we have Zombies: A Spotter's Guide. The book that will let you identify the various kinds of zombies and survive an attack. Not knowing the telltale difference between the different types of zombies can land you in serious trouble.

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Chapter 3 : Zombies: A Spotter's Guide, a mythology fanfic | FanFiction

And now for something completely different. Scientific supply company Optics Planet is selling a survival kit for the zombie apocalypse. It's called the ZERO Kit (which stands for Zombie.

Pin 3 Shares The annals of horror history are infested with the living dead. And most movie fans would conjure up the same mental picture of a zombie: But like anything else â€” living or, erm, living dead â€” the zombie comes in many forms. **White Zombie Defining Characteristics:** Haiti, where they exist under the control of voodoo master and all-round evildoer Murder Legendre Bela Lugosi. Anything from carrying out murders to running the production line of a successful sugar mill. Big points for spotting one of these old school beauties. **Night of the Living Dead Defining Characteristics:** A slower, lumbering zombie though not adverse to bursting into a short run if particularly hungry. And like most living dead thereafter, one bite will transform the victim into a zombie.. **Dawn of the Dead Defining Characteristics:** The blueprint and seen in glorious technicolour this time, they are literally blue for the modern zombie â€” slow, shuffling, totally brain dead. As much gore as the special effects budget can stretch to. Tearing limbs off, banging on shop windows, trying to find a bargain in the sales. You know, that sort of thing. These are really your common or garden variety, after being ripped by hundreds of inferior zombie films. **Return of the Living Dead Defining Characteristics:** Some are little more than skeletons covered in suspicious-looking goo. Brought back to life by a toxic gas, these like to hang out in the cemetery. This lot are relatively quick witted. After eating a paramedic, one zombie is smart enough to get on the ambulance radio to ask if they can send more paramedics for him to nosh. Spotting a zombie who can hold a conversation is worth extra points. They must like the countryside because they deserted the capital at the first opportunity. No fussing about which appendage. Mostly running around and being all angry. **Shaun of the Dead Defining Characteristics:** Never happier than when wandering around the suburbs. Trying to get in the pub, or playing computer games with their bessie mates. Like the Dawn of the Dead zombies before them, the s versions are ten-a-penny. **Warm Bodies Defining Characteristics:** Stylish, good hair, chiseled looks. Partial to brains â€” eating them helps him experience the memories and emotions of his victims. Listening to music, rediscovering human qualities, being all emo. **Train to Busan Defining Characteristics:** This particular species lives in South Korea, spreading their deadly infection on the train ride from Seoul to Busan. Like a human snack trolley. Overwhelming the population with their huge numbers, general manic ultra-violence.

Chapter 4 : The Diesel Spotter' Guide

The last crazy zombie movie I watched was 'Cooties' which is truly an off-the-wall delight and 'Scouts Guide to the Zombie Apocalypse' is right up there with it. Good show! The synopsis states three scouts attempt to save their town from a zombie outbreak.

Chapter 5 : Consent Form | Outdoor Life

Being spotters along the route (preferably dress up as zombies) Volunteers will be required to be at the center by 3 PM the day of the event so we can assign you a location. Contact: blog.quintoapp.comoutreach@blog.quintoapp.com for more information.

Chapter 6 : Train To Busan: A Zombie Spotter's Guide

I have an old Diesel Spotter's Guide published back in the 's. What surprises me is, even with a google search, nothing turns up about any On-line spotters guide.

Chapter 7 : Scouts Guide to the Zombie Apocalypse () - IMDb

DOWNLOAD PDF ZOMBIE SPOTTERS GUIDE

Zombies Ate My Neighbors was a Sega Genesis and eventually Super Nintendo cult classic that featured the main characters Zeke and Julie who roamed their neighborhood and malls ending the zombie menace.

Chapter 8 : Zombie Run & Monster Mile - spotters needed | Engagement Zone at UTRGV

When a client is brief, unclear, or unfocused about what they want, they may end up eating your brains. When a client bargains with you very early, or disrespectfully, they're trying to break your will to live (and your skull-candy shell.).

Chapter 9 : Movie Monsters and Political Parties: A Spotters Guide

If your Garden is currently set up for attracting the Zombie Field Mouse, you can attract Wildlife spotters by advertising it below! If you're currently trying to spot the Zombie Field Mouse, please don't post below, but feel free to hunt for it in any of the Gardens listed!