

HVZ

SURVIVAL  
GUIDE

GOOD  
LUK



# WELCOME TO THE END OF THE WORLD.

THE NORMAL QUESTION, THE FIRST QUESTION, IS ALWAYS "WHY?". WHY US? WHY HERE? WHY NOW?

IT STARTED WITH THE INFECTIONS. PEOPLE STARTED DROPPING LIKE FLIES. DYING ONLY MINUTES AFTER BEING TOUCHED. BUT THEN GETTING BACK UP. GETTING BACK UP AND INFECTING MORE. SO WE, THE RESISTANCE, DECIDED TO MAKE A GUIDE. A GUIDE TO HOW TO STAY SAFE, HOW TO KILL THE ZOMBIES, HOW TO SURVIVE. INCLUDED IN THIS HANDBOOK IS THE HISTORY OF THE OUTBREAK, THE TOOLS WHICH WILL HELP ENSURE YOUR SURVIVAL, THE SAFE SPACES ON CAMPUS WHERE THE UNDEAD CAN'T GET YOU. BUT MOST IMPORTANTLY - HOW TO STAY ALIVE. IT WON'T BE EASY, BUT WE'VE DONE OUR BEST TO INCLUDE EVERYTHING YOU'LL NEED TO SURVIVE. GOOD LUCK OUT THERE SOLDIER.

ONE FINAL PIECE OF ADVICE: SURVIVAL IS THE KEY WORD TO REMEMBER - NOT VICTORY, NOT CONQUEST, JUST SURVIVAL.



# THE WORLD LEFT OVER



LIKE IT OR NOT, THE ZOMBIES ARE HERE TO STAY. AS LONG AS THERE ARE HUMANS, THERE WILL BE MORE ZOMBIES, AND THE MOST WE CAN DO RIGHT NOW IS SURVIVE. UNFORTUNATELY, IF YOU WANT TO SURVIVE, YOU'LL HAVE TO FIGHT FOR IT. GET BITTEN OUT IN THE FIELD, AND YOU'LL BE CRAVING BRAINS IN LESS THAN 10 MINUTES, SO STAY SHARP, WATCH YOUR CORNERS AND KEEP YOUR WEAPON LOADED. ONE SHOT WILL TAKE THESE THINGS DOWN, BUT ONLY FOR TEN MINUTES OR SO. ONE SWIPE FROM THEM WILL TAKE YOU OUT FOR GOOD.

THEY MAY LOOK LIKE YOU AND I, AND SOMETIMES, WHEN YOU LOOK THEM IN THE EYE, THEY MIGHT EVEN SOUND LIKE US, ASKING FOR HELP, TELLING YOU TO TRUST THEM. DO NOT BELIEVE IT. THEY ARE GONE. THE SECOND YOU SAW THE BITE WOUND, THEY WERE NEVER COMING BACK. THEY HAVE RETAINED A SORT OF SICK INTELLIGENCE, AS IF TO MOCK HUMANITY EVEN FURTHER, AND SOME HAVE FORMED INTO PACKS AND TRIBE-LIKE STRUCTURES. YOU CAN RECOGNISE THE ENEMY BY THEIR HEADBANDS, WHICH THEY SEEM TO ADORN AS AN IMITATION OF OUR TROOPS' OWN BANDS. A REMINDER OF WHAT WE ARE ALL DESTINED TO BECOME. THERE ARE REPORTS OF RARE MUTATIONS OCCURRING AFTER DEATH, AND ALTHOUGH THESE CLAIMS ARE RARE, BE READY FOR ANYTHING OUT THERE.

YOU'LL RECOGNIZE FELLOW HUNTERS BY THEIR ARMBANDS, AND YOU SHOULD GROUP UP WHENEVER POSSIBLE. THERE'S SAFETY IN NUMBERS, BUT DON'T GET COCKY. I'VE SEEN SOME OF OUR STRONGEST GET TAKEN OUT BY A STRAY RUNNER. HELL, FEW YEARS AGO, ONE OF OUR CAPTAINS WAS GRABBED THROUGH A WINDOW AND WE NEVER EVEN HEARD THE DAMN THING COMING. CRAWFORD WAS A GOOD MAN. YOU DON'T WANT TO FIND OUT THE HARD WAY WHAT HAPPENED TO HIM.

IT'S GAME  
OVER  
MAN

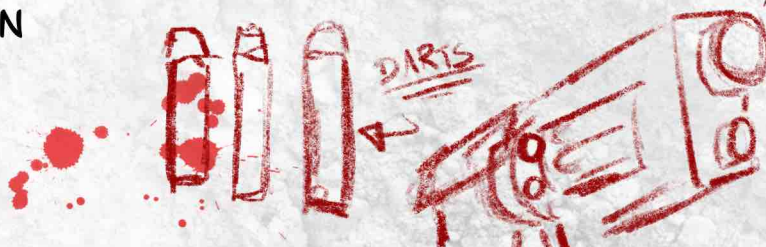




# TOOLS OF THE TRADE

IN ORDER TO TAKE THE FIGHT TO THE UNDEAD AND EVEN THE PLAYING FIELD, YOU'LL NEED THE RIGHT EQUIPMENT. FOR THE ABSOLUTE BASICS, YOU'LL NEED:

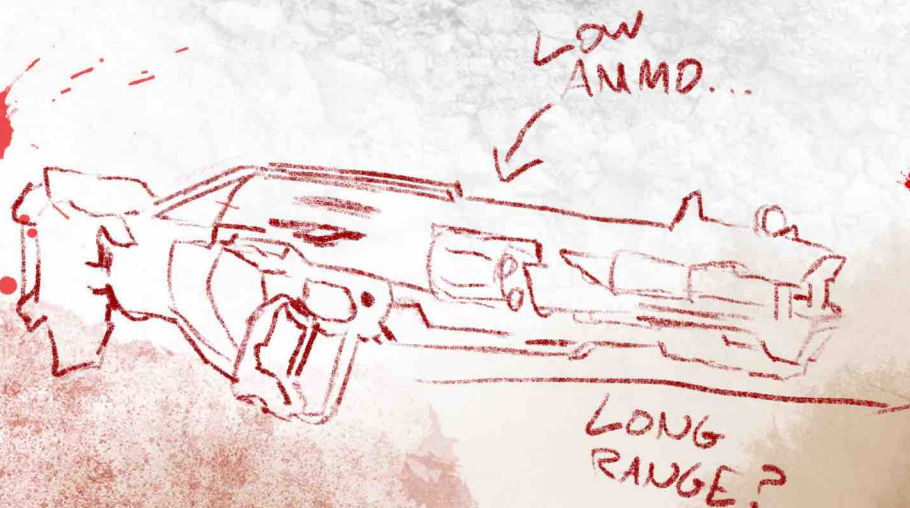
- A WEAPON
- AMMO
- A PLAN



TAKE AIM  
HOPE FOR THE  
BEST  
PULL TRIGGER

CHECK OFF ALL 3 AND YOUR CHANCES OF SURVIVING WILL INCREASE DRASTICALLY. EVERY TIME YOU GET THE CHANCE, MAKE SURE YOUR WEAPON IS FULLY LOADED, AND ENSURE YOU HAVE A BACKUP ROUTE IF YOU RUN OUT OF FIREPOWER. YOU CAN'T FISTFIGHT THESE THINGS.

YOUR WEAPON IS DEFINED LESS BY ITS COST, AND MORE BY HOW YOU USE IT. EVEN A HUMBLE ROCK ON THE GROUND (SOCK) CAN BE A DEADLY WEAPON IF AIMED WELL ENOUGH, AND IF ALL ELSE FAILS, YOU CAN ALWAYS RUN LIKE HELL. YOU'RE BASICALLY ALREADY THERE.





# HOW TO STAY ALIVE

(AND KEEP OTHERS ALIVE TOO)

-CHECK YOUR CORNERS BEFORE YOU TURN THEM. WHO KNOWS WHAT COULD BE AROUND THEM.

-KEEP YOUR WEAPON LOADED. YOU MIGHT NEED IT.

-ANYONE IS 10 MINUTES AWAY FROM A POTENTIAL INFECTED. TRUST NO ONE.

-TRUST SOME PEOPLE. A SMALL GROUP WILL INCREASE YOUR CHANCES OF SURVIVAL, BUT TOO MANY WILL LEAD TO CONFUSION.

-CO OPERATE WITH THE OTHER SURVIVORS, NOT EVERYONE IS ARMED AND THEIR JOURNEY MAY BE LONG. THEY MAY NEED A BODYGUARD.

-THE HUMBLE SOCK IS AN EFFECTIVE WEAPON THAT WILL ALWAYS BE LOADED. EVERYONE HAS AT LEAST TWO. WEAR FIRST TO APPLY POISON DAMAGE.

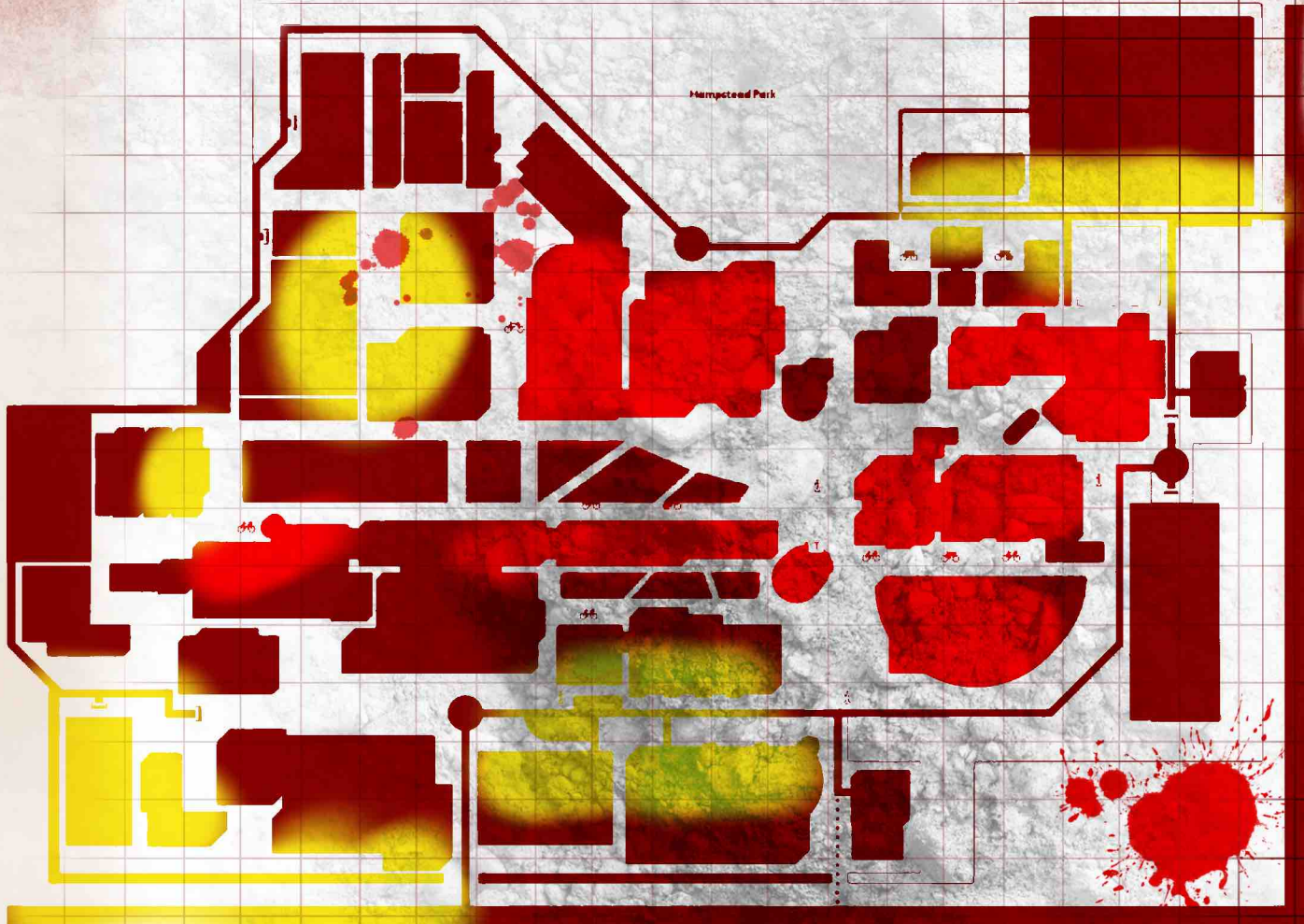




# TERRITORY MAP

HIGH TRAFFIC AREAS SHOWN IN RED. THIS IS WHERE THE FIGHTING HAPPENS.

SAFE ZONES IN YELLOW. ABSOLUTELY NO COMBAT HERE. AVOID IF POSSIBLE





# SO, YOU'RE DEAD.

LIVING WITH NOT BEING ALIVE

-IT'S NOT OVER YET. YOU'RE STRONGER NOW. NOT LIMITED BY MORTAL CONSTRAINTS LIKE DEATH. YOUR JOB NOW, IS TO MAKE MORE. GROW THE HORDE.

-YOU DON'T NEED WEAPONS. YOU DON'T NEED A GROUP TO WIN. SURPRISE AND STEALTH ARE YOUR FRIENDS.

-ALL IT TAKES IS A TOUCH. IF YOU CAN'T BE FASTER, BE SMARTER.

-IF YOU GET TAKEN OUT, RECOUP. USE THE TIME WHILE YOU REVIVE YOURSELF TO GET A BETTER ANGLE. COME AT THEM AGAIN.

-IF YOU DO NOT FEED EVERY 24 HOURS, YOU WILL DIE. IT IS POSSIBLE TO SHARE KILLS WITH ANYONE WHO HELPED TAKE THE VICTIM DOWN, AND THE SUSTENANCE WILL BE SHARED BETWEEN YOU.

-CO ORDINATION CAN KEEP HIGH THREAT HUMANS TRAPPED INSIDE BUILDINGS WHILE A SMALL GROUP INTERCEPTS THEIR BACKUP.

-ALWAYS HAVE A PLAN TO COME FROM WHERE THEY WILL NOT EXPECT.

