

The European zombie survival guide

Ok, so many tests on the zombie survival have been written. BUT.....how many have been written from perspective/situation of the European individual? The written tests are from the point of the americans, including the big survivalbook by mr. Brooks. Personally i haven't read the book but taken quite some tests on sites on this topic, needless to say... ..they suggest many of american households have at least 1 firearm and a gunstore not far away. This is not for the European people. The only people who own any are government, criminals and people who like shooting clay pigeons or shoot bunnies. Plain: the common European does not own a firearm and has a disadvantage. So hereby a little something by me for those common folk ☺

Description of the zombie, questions you might have...

Q: Are they smart?

A: No, this is their main instinct: EAT HUMANS

Q: Are they fast?

A: No, though some movie directors want them to be, badder make better movies to some, but no they are sluggish

Q: Can they catch up on me then?

A: They might eventually, you need rest, they don't

Q: How do i kill any?(why do i even type this...this is so obvious)

A: Destroy the brain. Shoot it, beat it, splatter it, slice it, crush it

Q: Do they use stairs?

A: Well, a point of doubt, since they just stagger you'd expect them unable to think "Hey i use a staircase". But mr. Brooks assumes they eventually would.

Q: What exactly should i look out for?

A: They stagger, moan, try grabbing you, look pale, are sluggish, are stupid, and mainly DEAD.

Ok, you read the above. What places should i avoid staying at?

Home sweet home: plenty of neighbours if you live downtown, somewhat less in outer urbs. Overall a bad place to try and sit the crisis out. You can barricade it for a start and get any essentials.

Hospital: Bring in a bitten victim and it's trouble for the whole lot, hospitals are crowded places, best to avoid those if a case was brought there.

Office building: Lots of floors to go to, if one is taken go to the next, but office buildings are also a deathtrap, just one exit. NOTE: preferably take one with transparant elevators so you know what floor not to stop at ☺

So what should you grab if zombies start appearing in the streets?

Take any useful gardeningtools from your shed, anything solid you could hit with. Also any drinks you have stored there. Don't forget one of those nailguns, for the carpenters amongst us :D.

Barricade your windows and doors. Every household should have some hammers, nails and that sort of handy things. Tear down your closet doors or any planks you can find and nail it to barricade your home._

Any useful supplies concerning the belly?

- Bottled water, clean and carry-able
- Canned food, same as the above
- Powerdrink, optional but keeps you sharp and awake
- Dried food, it doesn't spoil easily

You got your supplies and barricaded, now is the time to plan an escape

Plan where you want to go. You'll want to go somewhere where it is not crowded. If you can safely reach your car, get in and drive away from town/the city.

Means of transport

Now here is a funny thing, will you take the car, bike, bicycle or walk? I wouldn't recommend the last two. The car is easily heard yes, but it can drive you through an amount of zombies if needed. Though this depends on the type of car. In Europe I haven't seen so many hummers around. Small vans will do decent compared to the normal 4 person car. Bikes can go fast and are more agile than cars at some points, but if a zombie grabs you you're screwed, face it you are chow.

Size of the group

Go with a handful of relatives or friends, too many times I've seen in tests the line "safety in numbers". Suckers, if you want to travel with a large group the zombies will surely hear somebody at some time. Keep in small groups

Something many tests don't mention, what kind of people could you best stick with if you meet them?

Now if us Europeans don't own guns we need to improvise. Why not be friends with a biker gang, know a martial art like kung fu, be in a rugby team(those can deal a good blow).

Now for the long run, find people who can provide you with food, say farmers, forest-keepers or survival specialist. NOTE: being friends with owners of ships can be a great help. Hey if they have a house-boat you got it made....at least for the start.

OH NOES, a party member has been bitten

Known situation in many tests....instead of the line "shoot them", twist their necks. If you are bitten yourself you can jump off anything high enough or ask somebody to kill you.

Places to visit for convenient items or supplies.

Any little convenient store. But be sure to check it out carefully, and go in with at least two to watch each others back. Any petrol station is a welcome sight for your eyes. The store is little and can be ransacked for whatever you need. Any vendor machines can be demolished for supplies as well ☺, hey it's vandalism for the good cause.

Armour

I don't add much to the point that normal clothes are shitty. Find yourself some hard leather clothing if you have some. I've seen mentioning of Kevlar, but where is the common man to find such? The swat have those and they could be anywhere, so don't bother heading for the police station. It all depends on if you want to be agile or just hard for them to nibble your buns.

Weapons:

Anything that can destroy the brain.

Blunt (crushing): shovel, baseballbat, a small pole, metal pipe.

Stabbing: knives, screwdriver.

=>*not mentioned before, POWERTOOL*<=: as far as the battery goes, your electric drill tool, switch it on and drill into the brain.

=>*Also not mentioned before, classic weapons*<=, ok not every city has a museum in the suburbs, but if you happen to have a museum nearby that has medieval weaponry try to visit it, you have swords, long and short, bows and crossbows, maces, flails. Also those sort of museums have chain mail vests and plate. Though heavy for the common man they can't be bitten through, chain mail would stop the teeth from going through and plate can't even be decently scratched by a zombie's teeth. Leather armour can also be commonly found on displays, so for the people who are less powerful to wear the chain or plate here's your decent protection. Try to cover off the neck and forearms, since those can be weak spots for a zombie who wants you as chow.

Piercing: bows, should you be able to make any. Also again mentioning the handy nail gun. If you craftly attach it to say a plank you can make an improvised rifle.

I got away from town, now what?

Duh, try to fortify any building you are occupying by any means. If you have the time try establishing some way to grow your own food, or try booby trapping your close surroundings if you know how. Personally I'd first go for digging pits, at least 3 meters deep if you have the means and time. Build a tree village in the woods if you know how. That mind sound crazy, but some people could have some idea of doing so. Any case, stay as far away from populated areas as you can.

Overall(if I forgot anything suggest it)

Keep low, move swiftly, stay alert, get out of town asap, stay as quiet as possible.

And DON'T bring along paranoid people, if they go crazy they draw unwanted attention.

A little something by Helco ☺