



Name: _____ Team: _____

Zombie Characteristics Briefing

Dear Zombie Outbreak Response Team:

Through great personal danger and sacrifice, our agents in the field have been able to gather some comprehensive information about the zombies and the nature of the outbreak. This information is gathered for you in the report below. Zombies possess both strengths and weaknesses. **Strengths are things that make them harder to defeat; weaknesses are things that we may be able to use to beat them.**

Step One: What We Know About The Outbreak:

Individually, please read through the information below and highlight what you would consider to be the zombies' **strengths in green or yellow**, and the zombies' potential **weaknesses in pink**. Then, as a group, please fill out the **Zombie Strengths and Weaknesses T-Chart**.

The outbreak began on September 1st, 2018. We don't know where it started or who the first victim was. The outbreak seems to have begun simultaneously in urban centres (cities and towns) across Canada, starting with every provincial capital, plus Ottawa. Since then it has spread rapidly. We know that the zombie plague is spread through direct contact with zombies in the form of scratches or bites. For this reason, areas with greater population density seem to be dangerous places right now.

Once a person is infected, they become a mindless brain-eating monster within 12-24 hours. There is no way to prevent this once bitten or scratched, and there is no cure. From our observations, it seems that while zombies prefer human brains, they can also survive on animal brains. They cannot



survive for longer than a week without consuming brains, although they do not seem to require water to drink.

Zombies do not retain human thought or reason, nor do they seem able to feel pain. Zombies have normal human hearing and vision, but a weaker sense of touch and an extra-strong sense of smell. Zombies never sleep and do not get tired. Zombies are as strong as a very strong human.

Zombies drown easily and cannot swim, but they are unafraid of water. Zombies are extremely flammable, but are not afraid of fire. It does not appear that zombies are able to be controlled by humans in any way. Zombies are never full and will always keep moving in search of food. For this reason, zombies will often be found gathered in large groups near a food source - however, they are not able to work together or plan in order to hunt or coordinate their efforts. Zombies move slowly (2-3 kilometers per hour) but are capable of running fast (up to 22 kilometres per hour) in short bursts (no longer than 2 minutes). Zombies cannot jump. Zombies cannot climb. Zombies can eventually claw their way through soft building materials (wood, cloth, hide) or tunnel under them.

Zombies are affected by climate conditions: If the daily high temperature stays above 25C for over one week, zombies will fall apart. If the weather drops below -23C for more than a week, zombies will freeze.

Once a person becomes a zombie, the zombie cannot survive longer than 6 months. After between 4-6 months, the zombie will fall apart on its own.

Step Two:

As a group, fill out the **Zombie Strengths and Weaknesses T-Chart** (located in your Top Secret Envelope). As a group you must come to an agreement on which characteristics belong in each column.