



## Team Apocalypto Manifesto - 2010

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### Mission Statement

Our goal is to make our towns and neighborhoods safer by inspiring everyday people to get off their butts and learn about emergency preparedness and self-sufficiency, through the medium of Zombie preparedness.

### The Big Fat Caveat

We are not responsible for anything done by persons claiming to be members of the Team Apocalypto Zombie Preparedness Organization. There is no Team Apocalypto Organization. Cells are organized ad-hoc, completely at-will, by unpaid volunteers. We are merely here to inspire, never to lead.

To our members: Please be responsible in everything you do and consider the potential negative effects on other people and the environment. Be careful in training and don't do anything illegal!

### Are You Ready?

You are ready for Team Apocalypto membership if you can unequivocally agree with the following statements:

- 1. Zombies are bad.**
- 2. I like my brains where they are and in the condition to which I have become accustomed.**
- 3. During the coming Zombie Apocalypse, I want to kick ass and take names.**
- 4. I am ready, willing, and able to get off my butt and prepare NOW for the coming Zombie Apocalypse.**

# The Coming Zombie Apocalypse

Anyone who has spent any time at the movies knows that a Zombie attack is imminent and inescapable. It is only a matter of time until a virus escapes from some lab, or a comet flies by spewing Zombie-creating rays, or there's a mortuary accident involving Worcestershire sauce resulting in hordes of slaving, brain-hungry undead overwhelming the planet.

There is no doubt of the threat, but one question that plagues Zombie hunters everywhere is...

"What exactly is a Zombie anyway?"

This age-old question has no simple answer. Team Apocalypto has spent countless years and untold hours on scientific research and inquiry into the matter and we have come to the important conclusion that the term Zombie can be applied to a wide range of homicidal undead organisms.

From the traditional Voodoo Zombie (phasmatis) through to Zombies created by futuristic space rays (astrum), there is a lot of variety out there. For this reason, we have developed the Zombie Taxonomy found below. But first, a definition:

## What is a Zombie?

A true Zombie is an animated human corpse, which craves and devours human flesh, especially brains.

Living humans, which have been infected with a virus or other disease that causes them to eat human flesh or brains are referred to as "pseudozombies." Although they are not true Zombies, because they engage in Zombie-like behaviors, these creatures are still considered part of the overall Zombie threat, and are lumped in with other Zombies for all intents and purposes.

## Zombie Taxonomy

**Zombie** - (devourdeath) *essumletum* – E.

An animated human corpse, which craves and devours human flesh, especially brains. They seem to feel no pain, and can be killed only by severe damage to the brain.

**Slow Zombies** - (Zombie.slow) *essumletum.bardus* – B.

Zombies which pursue their prey at a slow plod, seemingly due to physical deterioration after death.

**Fast Zombies** - (Zombie.quick) *essumletum.velox* – V.

Zombies which move quickly, and are often difficult to kill, more difficult than a living opponent. They seem to feel no pain, and can only be killed by severe damage to the brain.

**With Intelligence** - (thought) *sententia* – S.

Zombies that possess intelligence. They have been observed to wield weapons, to speak, and to lay traps for unwary Zombie hunters. There have even been controversial relationships between living persons and Zombies as pets and/or significant others.

**Bio-engineered** - (sciencedisease) *scientiamorbus* – Sc.

Zombies which have resulted from viral infection.

**Radiation/Space Origin** - (star) *astrum* – A.

Zombies which have resulted from cosmic events such as radiation or planetary alignment.

**Demon Origin** - (spirit) *phasmatis* – P.

Zombies which are animated by demons or other supernatural means.

**Flesh Eaters** - (devourbody) edocorporis – C.  
Zombies that will eat any human flesh, indiscriminately.

**Brain Eaters** - (devourmind) edimentis – M.  
Zombies that are only interested in eating brains.

**Living Zombies** -  
Referred to as "pseudozombies" these creatures are merely diseased Homo sapiens sapiens, who crave and eat human flesh, but since it is impossible to safely approach a creature exhibiting Zombie-like behavior and listen for a heartbeat, the distinction is of limited use.

When describing a zombie, the form should follow this pattern: **Speed.Intelligence.Origin.Target**

So, for example, a zombie from the original Night of the Living Dead movie by Romero in 1968 would be categorized using `essumletum.bardus.x.astrum.edocorporis`, or E.B.x.A.C.

Whereas a zombie from the most recent Romero movie, Land of the Dead, would be categorized as `essumletum.velox.sententia.astrum.edocorporis`, or E.V.S.A.C.

And zombies from the Robert Rodriguez film, Grindhouse - Planet Terror, would be `essumletum.velox.sententia.scientiamorbus.edocorporis`, or E.V.S.Sc.E.

## Zombie Preparedness

Preparing for the coming Zombie Apocalypse will provide you with skills, which will be applicable in many other types of emergency situations and life events.

During and after the coming Zombie Apocalypse, a wide array of skills will be useful. Of course there are the obvious, such as marksmanship and hand to hand Zombie fighting, but there are also others, which are often underrated by non-Zombie related survivalist groups.

Tasks like mending clothes, making essentials like soap and cheese and beer, and milking cows without machines will be difficult to learn after the world has been overrun by brain-sucking hordes of undead.

### Some suggested areas of study:

- First Aid and Emergency Medicine
- Wilderness Survival
- Unarmed Combat and Self-defense
- Firearms Safety and Marksmanship
- Advanced Firearms Maintenance and Hand-loads
- Archery and Bowyer
- Fishing, Hunting, and Trapping
- Animal Husbandry and Veterinary Medicine
- Seed Collection Gardening and Edible Plant Identification
- Cooking from Fresh Ingredients
- Slaughtering Safely and Butchering Cleanly
- Motorcycle Operation, Repair, and Maintenance
- Small Engine Repair
- Automotive Maintenance and Repair
- Heavy Equipment Operations and Maintenance
- Aviation and Avionics
- Sociology and Government
- Horseback Riding and Mounted Combat
- Wine and Beer Making

- Spinning and Knitting
- Weaving and Basket Making
- Milking, Butter and Cheese Making
- Food Preservation Including Smoking, Pickling, and Canning
- Military Strategy and Tactics
- Explosives Handling and Storage (Licensed)
- Energy Efficiency, Living Without Electricity
- Welding and Forging, Steel and Iron Construction
- Woodworking and Building Construction
- Water Treatment and Sanitation
- Sailing and Boat Construction

## Membership

The best, most effective post-apocalyptic organizational structure must be one that is capable of operating without leadership. The fact is, when ravenous hordes of brain sucking undead overrun the planet, many of us will die.

Even among those of us who are well prepared, there are bound to be casualties. So, we can't afford to rely on leaders to keep us sane and whole. We have to be able to take care of ourselves and each other cooperatively.

For this reason, **Team Apocalypto does not and shall not rely upon the decisions of individuals.**

Team Apocalypto is an organization comprised of individual, self-sufficient cells, all bound and governed by our mutual determination to survive the coming Zombie Apocalypse, while retaining our humanity and appreciation of the finer things in life, such as fine art, excellent music, gourmet food, and cold beer.

A cell is a small group of between four and seven individuals who have mutually agreed to a few basic principles and foregone conclusions that form the foundation of the Team Apocalypto manifesto.

Cell members should all agree that they are willing to train, fight, and die alongside one another, in the event of apocalyptic Zombie attack and inescapable doom. It's OK to invite people you're not sure about to get them started in the organization, because any individual can quit or split off at any time and start their own cell.

For all intents and purposes, **during the coming Zombie Apocalypse there will be no official "leaders" in Team Apocalypto**, however during the ongoing preparedness phase, YOUR leadership skills can be an important contribution to the organization. Find up to six others who share your interest in Zombie preparedness and recruit them to your cell.

Optimally, you're going to want a minimum of four people in your cell, merely for logistical purposes. Think of the implications - you'll be sharing watches during the night and trying to cover multiple entrances / exits from rooms and buildings as you move about. If someone is hurt, you'll need arms to carry the injured and other arms to fend off the ravenous hordes of cerebrophilic monsters, as you attempt to retreat to safety.

Let's face it, during the coming Zombie Apocalypse, most of us really will want more than one person we can trust to cover our back.

**Membership is totally at will.** If you want to start a cell, just do it. Fill out our membership form if you want a membership kit, and that's it - congratulations you're a member. Alternatively, you can send a membership list of several people and a mailing address to [MEMBERSHIP@teamapocalypto.com](mailto:MEMBERSHIP@teamapocalypto.com), and we'll send you kits for everybody in your cell to one location. We will try to get organized every few months, and send out membership kits to those who request them.

Don't be surprised (or offended) if it takes us a loooooong time to get back to you. But that shouldn't matter! You're supposed to be self-sufficient.

After all, the whole point of Team Apocalypto is to inspire small groups of normal people to get together and train for the coming Zombie Apocalypse on their own initiative.

### **Some Zombie Preparedness Activities**

- Watch Zombie movies and discuss what you learned not to do
- Take a class (any class) as a team:
  - First Aid
  - EMT
  - Firearms
  - Pyrotechnics
  - Fly fishing
  - Knitting
  - Beer making
  - Archery
  - Welding
  - Hand-to-hand combat
  - Orienteering
- Start a Team Apocalypto book club, read and discuss relevant topics:
  - Military strategy and tactics
  - Sociology and government
  - Zombie fiction and nonfiction
- Get together as a group and cook with fresh or dry, natural ingredients
- Go hiking and camping together
- Cooperate on a shared garden
- Go hunting as a group and learn to butcher the meat together
- Spend some time at the local arcade, shooting videogame Zombies
- Participate in a Zombie Crawl, for an inside view of Zombie behavior
- Design and make Team Apocalypto t-shirts or uniforms