

The goal of this mission to save as many humans as possible and cure as many zombies as possible.

How can I tell if someone is a zombie?

Where is their team flag? Is it hanging from their waist? They're still human. Are they holding it out in their hands and walking funny? They are a zombie.

What do I do if I see a zombie?

Remain calm and listen to your Leader. Gather sock balls and the special anti-zombie serum in case things go wrong.

Sock balls?

Yes. Although scientists do not fully understand why, the chemical combination of cotton, foot odor and laundry detergent cures zombies if they are hit directly in the chest. If they are hit anywhere else, they lose the function of that limb but are still zombies.

Special anti-zombie serum?

Scientists are working around the clock to find the best combination of chemicals in order to cure zombies. They believe that the secret lies in grains. Unfortunately, zombies are very picky eaters and are constantly changing in their preferences.

What happens during a curing session?

During a curing session, humans try to cure as many zombies as possible, although the zombies will certainly try to infect the humans any chance they get! There is absolutely no violence involved in these exchanges. **Any** use of weapons or violence will lead to the individual's immediate dismissal from the group. They will then spend the rest of Creativity Week in the office writing a six page (minimum) research paper on non-violence and the works of Mahatma Gandhi.

Well, what do I do if I am a zombie?

Most importantly, you follow the orders of your leader. They will know the best ways to infect as many humans as possible and also how to get you more brains/grains. You can also demonstrate your zombie-ness as much as you like, as long as your leader says that the behavior is acceptable. You will continue to hold your team flag out in front of you until you are cured either by a sock-ball to the chest or consumption of the anti-zombie serum.



