

TEXAS NEWSLETTER

Texas and the Zombie Apocalypse

It was a warm and muggy April night in Texas. Texans were nervous for it was April Fools' Eve and bad things were known to happen on April Fools' Day. Big Tex was out in the barn humanely, surgically removing one leg from several lambs. It was Easter and lamb is the traditional meal around the ranch. Little did he know, reports had started coming in early around the region with calls to arms and pleas for guidance. As Big Tex blissfully roasted leg after leg of lamb for the hungry and grateful ranch hands, things were rapidly going wrong around Texas. Very wrong! Big Tex only noticed himself as he was watching the ranch hands leave. They started acting funky as they headed back to the bunkhouse across the field. That is when he spotted them - Zombies! Zombies in the fields of NewTexas!

Big Tex immediately jumped on Lone Star One and jetted to the Capital in record speed to find everyone on High Alert and a newly-created Texas Zombie Emergency Command Center set up right there on the front lawn. "WTF Hiram!" exclaimed the out-of-breath Governor to his Lieutenant Governor. "Zombies, Sir! Millions of them!" came the swift reply. A quick assessment of the situation



Lieutenant Frankie Lee assesses the situation on Main Street as hundreds of zombies slowly make their way towards the steps of NewAustin City Hall.



The pandemic health crisis causes long traffic jams as millions of motorists flee major cities for the safety of less populated, rural counties.

revealed that the region was in disarray as to how they were dealing with the quickly spreading, ever-expanding pandemic. Some of the more humane nations were rounding up the zombies, loading them on planes, trains and automobiles, delivering them to the border and then shoving them across to let their neighbor deal with them. Others were using guns, flamethrowers, tanks, bows, machetes and even sharp pointy sticks to maim, kill and otherwise destroy the infected portions of the populace. Other nations let the zombies be while collecting the greatest minds from around their nation in an effort to discover a cure. And still others did absolutely nothing at all. Those were the nations that were hit the hardest.

Big Tex's advisors had already sent out the word to the region to collectively start working on a cure in an attempt to save and cure the whole region at once. This course of action was not widely accepted initially. However, hourly reports started coming in of the plague spreading faster and faster. Killing Zombies no longer held much appeal because it only meant your population shrank even faster than shooting them and there was no hope for the truly dead to be cured. The idea of throwing

Continued on next page.

NATIONSTATES^Z

Texas and the Zombie Apocalypse Continued



Infectious disease specialists analyze infected tissue samples to determine the nature of the pathogen and discover the proper antidote.

Zombies over the border also quickly fell out of favor after a few terse phone calls between national leaders of many Texas nations. Most of the ones we heard were of the variety, "If you chuck one more Zombie over that fence..." Wiser heads prevailed and that practice virtually disappeared. All that was left was a race for the cure.

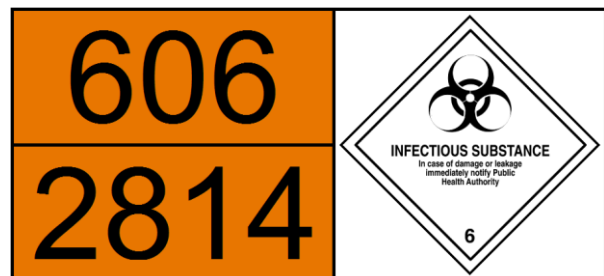
Hour after hour, the Infection Rate went up, higher, higher, higher. It finally peaked at Hour 21 when the region-wide rate finally flattened out at 96.3%. By this time, Texas' population of well over 1 trillion citizens was decimated. Less than 16 billion remained alive and uninfected. There was a bright side to this dismal picture; a cure had been developed. Texans let out a collective sigh of relief. Big Tex was grateful to all the nations who had worked on the cure. He ordered it delivered to all the nations in the region. That is when the other shoe dropped. The war on Zombies had taken an even greater toll than most had expected. There was no longer a fully-functional logistics network amongst the nations. Deployment of the cure was going to be a major setback!

A rag-tag motley crew of devoted individuals once again started using the trains,

planes and automobiles, but this time to distribute the cure. Crop dusters sprayed the remaining hordes. Fire trucks hosed the masses of Zombies down. Bullets were even coated in cure and shot into non-vital parts of Zombies in an effort to cure them all. After 5 hours of that, the Infection Status dropped from a high of 63.1 (Catastrophic) to a new low of 2.2 (Variable). That was not cause for elation however. For most of the drop was due to the decrease in the population available for infecting. Texas, the once proud region of majestic, staggeringly-large nations, a region of 1.2 trillion plus citizens was reduced to a mere 12.20 billion survivors. The region had suffered a loss of more than 90% of its citizens.

All Big Tex could do is cry. The region had done its best. Reports were coming in that around The World, many other regions were hit even harder than Texas. However, Texas was still the 17th worst hit out of the 15,000+ regions in The World. It was a sad day in the history of Texas. Many had tried to take down Texas in the past and none were ever successful until that fateful April Fools' Day when Zombies Messed With Texas and Zombies Won. ☹

★ Big Tex



WORLD ASSEMBLY

General Assembly

December 2012

Access to Courts – **For**
Spacecraft Accountability – **Against**
Assistance Giver Immunities – **Against**
The Early Learning Act – **Against**
Repeal "Animal Protection Act" – **For**
Marital Rape Justice Act – **For**
Foreign Copyright Recognition – **For**
Ban Profits on Workers' Deaths – **Against**

January 2013

Freedom to Read and Learn – **For**
Child Firearm Safety Act – **Against**
Renewable Energy Installations – **Against**
First Responder Protection Act – **Against**
Currency Standards Act – **Against**
World Assembly Statue Garden – **Against**
Repeal "Marital Rape Justice Act" – **Against**

February 2013

Debt Collection Act – **Against**
Repeal "Internet Net Neutrality Act" – **For**
Vehicle Emissions Convention – **For**
Sexual Autonomy Guarantee – **For**
Repeal "Animal Protection Act" – **For**
Repeal "Consumer Product Safety" – **For**
Biological Warfare Convention – **For**

March 2013

International Language – **Against**
Language Preservation – **Against**
Physical Sites Protection Act – **Against**
Repeal "The Early Learning Act" – **For**
Repeal "First Responder Protection Act" – **For**
Repeal "Vehicle Emissions Convention" – **For**

Security Council

December 2012

Condemn The United Defenders League – **Against**
Condemn True North – **Against**
Repeal "Liberate Nationalist Union" – **For**

January 2013

Condemn Hippostania – **Against**
Condemn Cynthia McKinney – **Against**
Liberate South Pacific – **For**
Repeal "Condemn The Black Riders" – **Against**

February 2013

– NONE –

March 2013

Liberate NAZI EUROPE – **Against**
Condemn Feux – **For**
Condemn Yauna – **For**



IN THE EVENT OF ZOMBIE ATTACK

3 STEPS TO SURVIVING INFESTATION

1. Avoidance 2. Termination 3. Disposal

1. AVOIDANCE

All zombie infestations render the location uninhabitable. The citizen's first duty is to vacate the area and proceed immediately to an authorized Rescue Station. Duly authorized Z.E.R.O. personnel will manage relocation -- but, the key to an effective evacuation is COMPLETE AVOIDANCE OF HAZARDOUS CONDITIONS while en route.

EVACUATE



Gather family and essential small valuables only. DO NOT attempt to secure or defend property or possessions.

RELOCATE



Proceed immediately to the Rescue Station assigned to your area. In the absence of Z.E.R.O. Relocation Management personnel, monitor local radio broadcasts for directions.

DO NOT ENGAGE!

It is critical to remember that any zombies encountered during relocation are NOT family or friends but REANIMATED CORPSES INFECTED WITH A DEADLY CONTAGION. Under NO circumstances should you engage one in any kind of interaction. Contagion is transmitted via a bite, and ANY interaction with a zombie results in repeated attempts to bite.



IN THE EVENT OF A BITE...

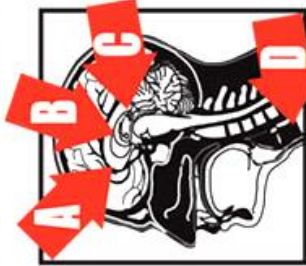
Apply pressure to the wound with padding found in the supplied BITE KIT until proper medical supervision can be accessed.

IF THE WOUNDED INDIVIDUAL EXPIRES after being bitten, VACATE THE PREMISES IMMEDIATELY or execute guidelines found in next section.



2. TERMINATION

Engage this step only if in an unsecured location, and ONLY if you have positively identified a zombie by using the Zombie Classification Cards (supplied). Otherwise, any terminations should be referred to and executed by a duly authorized member of Z.E.R.O. or your local licensed Zombie Extreminator.



CEREBRAL NEUTRALIZATION

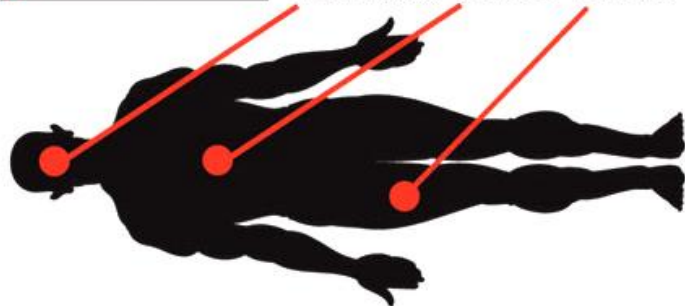
The ONLY known method for effectively terminating a zombie, either by cranial penetration or blunt force trauma (A, B, C) or decapitation (D).

CENTER MASS

For stopping or slowing down target ONLY when distance does not permit a head shot. NOT an effective termination method.

LOWER EXTREMITIES

For stopping or slowing down target ONLY when distance does not permit a head shot. NOT an effective termination method.



3. DISPOSAL



"TAPE & TAG"

After terminating the zombie(s), mark the perimeter to enable Z.E.R.O. Disposal Unit personnel to locate the remains and ship to a Mobile Acid Disintegration (M.A.D.) unit for disintegration. This can be completed in two simple "Tape & Tag" steps:

1. Mark area surrounding the remains with an appropriate length of CAUTION: ZOMBIE OUTBREAK ZONE tape (supplied).

2. Attach a FORM 28D tag (supplied) to the toe of the corpse.

DO NOT INCINERATE!

Incineration releases airborne toxins which spread infection to the uninfected deceased or, in areas of heavy humidity or precipitation, the recently interred deceased. This exponentially increases infestation levels.

