**Mini-Survival Guide #1: Evading  
  
  
  
  
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(Note: This will possibly, but probably won't relate to The Dead Linger itself, some can relate to real life a bit)  
  
Well let’s put it as this... When running away from a hoard of zombies that potentially have compromised you may make you do stupid things... Follow some of these basic steps and you will most likely make it out alive!   
  
You’re on the run, what do you do?  
**Step 1:** Think, think, think  
- The answer is quite simple, think "I need to survive, I can do it!"  
- After think a few steps ahead, were is a safe spot to head to?  
----Where did the zombies roughly come from? (Can help with the direction you should head in)  
----What type of zombies are they? (Slow, Medium, Fast)  
----Are there any nearby survivors that are nearby that can help you fend off/flee from these zombies (Remember... You only need to outrun them... also if it’s a small group of zombies to a level that is fight able)  
  
**Step 2:** Evading  
Whilst your running here are some basic concepts that could keep you alive  
- Only fight what is going to block your path way to were your heading (Don't attack anything that isn't a threat that will prevent you from getting to safety)  
- Priorities: Pick the target that will harm you the most; e.g. The fast running zombie instead of the crawling zombie  
- Don't waste ammo, shoot what you need and attempt to use melee as often as possible (You don't have to kill them, knocking them over can be sufficient enough)  
- Attack ranged targets that can get you if there isn't a target that will harm you with melee is near  
- If your feeling tired from sprinting away, if you have enough distance from a zombie, slow down your speed but keep it constant to help regain your energy. (If your sprinting really fast keep that constant, don't stop, this will make you feel like not continuing moving.)  
- Look back when it won’t get you hit in front, if you have a zombie running after you shoot it.  
--- Try to use melee mainly in front and projectile weapons for behind  
  
**Step 3:** You've escaped  
Okay you've escaped or made it a safe distance away from the zombies to recover.  
- Go back and remember to think (Step 1) to help refresh your mind.  
- Find safety, if there isn't any near or you can't get to it. Barricade up. (Go to step optional barricade for more details)  
- If you can head to safety.  
  
**Step 4:** You made it to safety  
Here's the bit which you need to remember to do.  
- Tell everybody what has happened  
---- Say how many zombies/the types and so forth  
- Prepare for an attack or find a safe place  
--- Go through the escape routes of the base  
--- Replenish up

**Step Optional 1:** Barricading  
Well you felt as if nowhere would be safe and decided to fight for your life.  
- Quickly clear the house  
- Barricade the doors first as soon as possible  
--- If in a group of 2 get one person to do the doors whilst the other one finds potential vantage points and also escape routes.  
- After doing the doors do some of the windows to a point that you can shoot out of them  
- After barricading the house up and making sure the routes are done, relax a bit.  
- When the zombies get close enough start shooting  
--- Always make sure you have at least a extra gun/ammo magazine spare if the zombies manage to get in and you have to escape  
(If the zombies are close barricade the main door they will go for, use it as a way of getting an advantage to run once again.)