**Mini-Survival Guide #2: Room Clearing

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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)

Room clearing isn't as you might think, sure using law enforcement or military tactics will do. But remember, those were made for when 'alive' people are in.

**Step 1: Think & Quick talk (Note, no matter what you do to survive, always think)**

-Who/What is in the room, are they zombies or humans?

-----If humans, what type of gun power do they have?

-----Also is it really needed to breach the room?

-How many approximately are there?

-Are you equipped for this?

-Is there more than one entrance?

-Is it all worth it?

-Quickly discuss with any team mate you may have with you (If none then ignore this)

-If you distract a zombie would it make it easier?

**Step 2: Execution**

***Humans***

-When you open that door, go into the room then immediate take a turn to the opposite direction of the wall and head in that direction (Some doors open towards a wall in some places, some don't)

-----If you have a group of two, one person goes in and turns whilst the other one heads straight ahead

-----Make sure somebody has the door you entered covered, don't want to get flanked!

-Also remember you can use a flash bang to stun your opponents, or even throwing a rock into the room or some form of distraction can confused them.

***Zombies***

-If there are zombies in there, be cautious and go slowly.

-Make sure when you enter to not get yourself cornered. Instead try to make sure your pushing the zombies away from your entrance (If your unsuccessful you can safely back up and escape)

---If you’re in a group, form a mini wall.

-----Make sure somebody has the door you entered covered; don't want a zombie to sneak attack you!

-If you’re distracting a zombie, throw the object your using (Rock, Homemade zombie distraction grenade etc.)

**Notes:**

-Remember to check the whole room, even a closet door! You never know what could be in there.

-With zombies you shouldn't need to use your guns, melee should be fine.

-Avoid if you can simply walk around the building.

-Don't try to be a hero and do all the work.

-If you have a group of people entering from the other door, use a go-code so that you and your team mates don't enter exactly at the same time. You don't want to be hit in the cross fire. (Go in afterwards as the people/zombies in the room will be targeting them, meaning you have the element of surprise)