1. Zombies, ghouls—no matter what their label—these somnambulists are the greatest threat to humanity, other than humanity itself (xiii).
2. Survival is the key word to remember—not victory, not conquest, just survival (xiii).
3. Naturally, many other skills—wilderness survival, leadership, even basic first aid—will be necessary in any encounter with the living dead (xiv).
4. Solanum does *not* create life—it alters it (5).
5. The average zombie “life span”—how long it is able to function before completely rotting away—is estimated at three to five years (10).
6. Joy, sadness, confidence, anxiety, love, hatred, fear—all of these feelings and thousands more that make up the human “heart” are as useless to the living dead as the organ of the same name (15).
7. Class 1. This is a low-level outbreak, usually in a Third World country or First World rural area (24).
8. In the minutes or hours before a blazing zombie succumbs, it will become a walking—or to be perfectly accurate, a shambling—torch (52).
9. Your mission is to escape—nothing more, nothing less (95).