

Annual Report Determines Most Likely Scenarios for Reanimation: Prevention Rates Show Significant Improvement

HOLBROOKLYN, NJ -- We at the National Center for Reanimation Prevention and Control (NCRPC) routinely deal with a variety of zombie infestations. It's a testament to the effectiveness of our organization that you are not currently drooling while you sip brains from your friend's skull. It's a dirty job, but somebody has to get paid very little (and no benefits) to do it.

That said, the NCRPC is always preparing for the worst. We have plotted out a series of disaster scenarios that could take place if we decided to call in sick for say, thirty days in a row. Presented here for your eyes only are those scenarios. Don't say we didn't warn you.

And oh yeah, if you see a guy with a shotgun standing over a twitching, smoldering corpse, a little "thank you" every once in awhile wouldn't hurt.

Aliens

It's common knowledge that aliens routinely visit Earth. Oh please, don't act like you didn't know. Most aliens are the non-corpse-animating kind, content to sticking to anal probes and cattle mutilation. Given the range of awful things aliens can do, we consider poking humans in awkward places to be no worse than what we do to each other. But animating corpses? That's just sick.

The most common offenders of this type are the Trillians. This is probably due to the fact that the first encounter with Trillians involved a government agent comparing their heads to "funny looking teapots." In retrospect, that probably wasn't the most diplomatic way to kick off relations with an alien species. We'll never be sure, but it seems that phrase "funny looking teapots" translates to "please animate our dead bodies and try to take over the Earth."

They've been trying ever since. Fortunately, Trillians are far too lazy to do any of their own dirty work. That, and the fact that most people point and laugh at them really discourages Trillians from showing up in public.

Challenge: High.

NPCs: fast/tough government agents, trillians, ultrasonic zombies.

Cursed Ground

When you think about it, there are a lot of cemeteries across the United States. There are also a lot of homeless people. These two tidbits of information don't mean much

on the surface. Except when you take into account that to desecrate holy ground, one must simply excrete on a blessed area.

Did we mention bums tend to have full bladders?

Challenge: Medium.

NPCs: revenant zombies.

Hell

While the NCRPC has no factual evidence that hell exists, there are certainly a lot of zombies who seem to reference it. These claims range from hell being full, to hell being too hot, to hell being too cold, to having escaped from hell. There's more, but we couldn't hear it over the shotgun blasts.

The most common cause of zombies being animated in this fashion is some foul incantation harkening back to the ancient world. The NCRPC has made it a point of destroying all evidence of these incantations, including pictograms, crumbling scrolls, and song lyrics. This also racks up a lot of lawsuits from museums, but that's the price of saving the world.

We dread to think what would happen should these incantations be recorded on mass media.

Challenge: High.

NPCs: tough/dedicated cultists, demonic zombies.

Lightning

Nature's really powerful. It can generate 1.21 gigawatts with a blast of lightning, if the bolt lands in the right place. If that much power can hurl a DeLaurean through time, imagine what it can do to a corpse.

Few dead bodies are easily accessible to bolts of lightning, unless say, some idiot pokes a metal spike through a corpse's chest during a lightning storm. Then there are the mad scientists who figure lightning is all they need to animate their own Frankenstein monsters. But those are anomalies.

The most common zombies animated in this fashion started out as cryogenically frozen corpses. Surrounded by metal and lots of funky chemicals, lightning seems to do the trick every time.

Challenge: Medium.

NPCs: cryonoid zombies, smart/dedicated mad scientists.

Love

Ahh, love. People do crazy things for love. Sometimes, they do really stupid things. And sometimes, they do impossible things like come back from the dead.

Far be it from the NCRPC to tell someone how to live their unlife. The problem is that zombies who “just want a hug” usually want a lot more.*

These kinds of zombies are self-animated and frankly, kind of pathetic. They don’t mean anyone harm, exactly, so much as they want to be united with their lost love. They are usually solitary and can be taken down by one NCRPC in a miniskirt.

* We don’t mean sex. Get your spicy brains out of the gutter.

Challenge: Low.

NPCs: stupid/slow ordinaries, revenant zombies.

Meteor

Meteors thud into this crazy ball of mud we call Earth every week. 99 percent of them do not cause the dead to rise. But it’s that one irradiated space rock that starts all the trouble.

As a result, it’s standard operating procedure for NCRPC agents to investigate all sightings of meteors. The fact that so many meteors happen to appear near donut shops is purely coincidental.

The problem with meteor-created zombie infestations is that they can happen anywhere, transforming ordinary citizens into shambling, irradiated monstrosities. Have you ever seen an animated pet rise up from your backyard garden? It will emotionally scar you for life.

Challenge: Medium.

NPCs: clueless/slow ordinaries, radiation zombies.

Necromancy

Necromancers suck. It’s bad enough that natural phenomena, things from beyond space, and extraplanar forces generate zombies – necromancers do it on purpose. These guys keep the NCRPC very busy.

Most necromancers take up professions that involve playing with dead bodies. Believe it or not, a lot of them enjoy their hobbies without disrupting the ebb and flow of daily life. After all, who really wants to know what a caretaker does all day?

The problems crop up when necromancers get a little cocky. Then they start playing with Dead Things That Should Not Under Any Circumstances Be Reanimated. When a necromancer gets a job in a meat locker or a natural history museum, watch out!

Challenge: High.

NPCs: smart/dedicated necromancers, animated zombies.

Parasite

Bugs, bugs, bugs, bugs, bugs. The NCRPC is not in the exterminating business. Unless you count killing zombies.

Unfortunately, what passes for an annoying cockroach on a UFO is a deadly alien infestation on Earth. Sometimes, they’re buried deep within the ice and only released when a scientist digs them up. In fact, there’s a theory around the office that these things caused the death of the dinosaurs.

Given the terrifying thought of a zombie tyrannosaurus rex, NCRPC agents regularly shoot up museums. Just to be sure.

Challenge: Medium.

NPCs: smart/dedicated mad scientists, creeps.

Plague

The Black Plague wiped out one-third of the population of Eurasia. Either as a result of germ warfare or through the increasingly aggressive mutation of everyday viruses, sooner or later, someone is going to get sick. And take a bite out of someone else.

Some plagues spread through the blood. Some through saliva. Some are invisible and spread through the air. When that happens, the NCRPC uses a scorched earth solution in the literal sense.

To date, no plague has made it to a highly communicable population (like an airport, a subway, a train station, or a kissing booth), thanks to the bold efforts of brave NCRPC agents. And the makers of the latest in streetsweeper shotguns.

Challenge: High.

NPCs: clueless/hysterical ordinaries, bloodsucking zombie

Psychic Powers

Females who are frustrated by family members and peers can sometimes create psychically animated zombies in a fit of rage. Then there’s lots of screaming and yelling and people getting grounded.

Who would have thought that the pretty/ugly girl, the one with the fabulous tresses, fantastic figure, baggy clothes and funny-looking glasses, was actually a highly repressed, sexually frustrated psychic? The NCRPC knows. We track comely females with the latest surveillance technology, always ready for the slightest sign that this future queen of the living dead might one day unleash her true psychic potential.

No, really.

Challenge: Low.

NPCs: tough/dedicated psychokinetics, animated zombies.

About The National Center For Reanimation Prevention And Control

The National Center for Reanimation Prevention and Control (NCRPC) prevents death and reanimation caused by infectious diseases in the United States and around the world. Uncontrolled reanimation has the ability to destroy lives, strain community resources, and even threaten nations. In today's global environment, reanimation contagions have the potential to spread across the world in a matter of days or even hours, making early detection and action more important than ever. The NCRPC plays a critical role in controlling these reanimations, traveling at a moment's notice to investigate and suppress outbreaks abroad or at home. NCRPC Headquarters is currently located in Holbrook, NJ. In addition to its field offices across the United States, the NCRPC has 45 offices known as Legal Attachés located around the world.

To learn more about the NCRPC and how you can prevent reanimation outbreaks, visit our web site:

<http://michael.tresca.net/ncrpchome.html>.

Revenge

It took over a hundred murders to figure it out, but we finally got it. Zombies are not allowed to wear masks of any kind. Especially not hockey masks. Conversely, goalies are not allowed to become zombies. NCRPC agents regularly detonate goalie corpses with thermal grenades.

Failure to comply with these two rules results in a killing machine that kills everyone in the surrounding area who has premarital sex. It took us twenty years to stop the last one, when our surveillance cameras finally broke down.

Challenge: High.

NPCs: One really big revenant zombie.

Science

She blinded me with science!

Technically, "she" was a "he" and "science" was "ultrasonics." Why the hell anyone would think a high-pitched squeal would animate a zombie is beyond the grasp of the NCRPC's top scientists. All we can do is make dogs howl. However it starts, somebody's dead grandma inevitably ends up taking a bite out of someone else and a guy in a lab coat begins screaming about conquering death.

Blah blah blah. We find the same tactics that work on zombies work especially well on mad scientists.

Challenge: Medium.

NPCs: Smart/Dedicated mad scientists, ultrasonic zombies.

Toxic Spill

Nature has a funny sense of humor. Unfortunately, so do mad scientists, who have figured how to bottle the ooze lying at the bottom of your septic tank. They in turn put this stuff into glowing green vials. Having taken possession of these vials, the NCRPC has discovered one should not:

- 1) Drink the contents of the vial.
- 2) Inject the contents of the vial into yourself or others.
- 3) Snort the contents of the vial.

- 4) Pour the vial down the toilet (can you say "zombie fish heads?")
- 5) Smear the contents on yourself or any other object.
- 6) Lick the vial in any way.

Nobody's sure what exactly is in the contents of these vials, but there are a few mad scientists running around selling the stuff on the black market. Zombie mobsters, just what the world needs.

Challenge: Medium.

NPCs: Smart/Dedicated mad scientists, toxic zombies.

Video

Video zombies are too weird even for the NCRPC. Apparently, fear of zombies interacts with all those television waves flying around in the air and manifests as real zombies. These zombies move fast. There was a really close call on August 14, 2003 when they spread to cable TV. We had to shut down power to the entire East Coast just to stop them.

Challenge: High.

NPCs: video zombies. Trust us, that's enough.

Voodoo

We could make a joke about "that voodoo that you do" but we went to that well once already.

For the record, most people who practice voodoo are perfectly nice folks. It's the bokors you have to watch out for. These crazies are fond of animating the dead and the semi-living. Zombies make pretty good houseguests, if you don't mind having head cheese for dinner every night.

On the other hand, if you happen to be driving a green van and traveling with a really annoying talking dog, solving the case is just one mask-tug away. It should be noted that the NCRPC doesn't take kindly to impostors. Anyone pretending to be a zombie (or a bokor, for that matter) is likely to be shot "just in case."

Challenge: Medium.

NPCs: fast/charismatic bokors, okokiyat zombies.