

# THE ZOMBIE APOCALYPSE



7. You turn away from the doors. Everyone is scared and talking about zombie teachers. A loud scream pierces the room. The gym teacher is chewing on the football quarterback's leg.

You:

- Laugh that the quarterback just screamed like a girl.
- Throw something at the zombie.
- Back away slowly.
- Start looking for a safe way out.

8. More zombie teachers begin finding their way in through the locker rooms. They shuffle slowly, losing pieces of themselves along the way. You spot the exit and begin running toward it. It's locked. You:

- Look for something to break the lock with.
- Hide under the bleachers.
- Sit down and cry.
- Try to find the gym teacher's keys in the pocket of the jacket containing his lost arm.

9. The door bangs open. It's the Principal. She tells you to hurry outside. When you comply, she slams the door shut, trapping the others. She turns to you, her eyes look yellow and when she smiles, three teeth fall out. You:

- Look for a weapon.
- Run.
- Ask her what happened.
- Thank her for letting you out.

10. A siren distracts the Principal and you slip away as the police drive up. You run to them, checking that they look normal. You get into the patrol car just as the zombies break down the gym exit. The police leave you alone in the car to try to kill the zombies. You:

- Try to use the police radio to ask for more help.
- Turn on the radio to the hits station.
- Jump into the front seat and drive away.
- Cry.

11. Zombie teachers swarm the patrol cars. They are rocking the one you are in and you know that soon they will break the windows. You:

- Roll down the window and try to hit them.
- Stick out your tongue at them.
- Try to drive away.
- Look for guns in the car.

12. A policeman manages to slip through the zombies and get into the driver's seat. He is human. He starts the car and drives away. You ask him to:

- Go back to get your friend.
- Let you call home.
- Take you to the mall.
- Take you home.

