

How to Survive a Human Attack:

A Guide for Zombies, Robot Overlords, and Other Supernatural, Cyber, Mutant, Alien, and Exceptionally Large Beings or Swarms

Appendix 1

A Compendium of Human Repellants

Fangs: Humans have big, flat front teeth like horses. They're suitable for eating chard or Craisins. But in a fight? A light switch cover-plate would make a better weapon. If you are packing some impressive ivory – and let's face it, anything will be impressive relative to humans, with their amphitheater of molars – flash your wares.

Glistening saliva: This makes an especially nice companion to Item #1. Produce as much saliva as you can. Eat Sour Patch Kids, an ant colony, whatever it takes. Fangs covered in shiny or stringy saliva will ward off humans more effectively than dry ones.

Tip: Position yourself under moonlight or streetlight. Experiment with different head angles.

Staring: Humans feel the deep urge to do it – to stare at each other until their eyes bulge and they forget what their mouths are doing. But they are socially pressured not to stare. So they sneak. If one catches another in the act, a call-and-response ritual ensues.

“What are *you* looking at?” says Human #1, a question that can be expressed either verbally or via a nostril-flared scowl.

“Nothing,” says Human #2. The nonverbal version involves breaking the stare and pretending that he or she was about to engage in a casual self-armpit-sniff anyway. Regardless of how it’s conveyed, this response is a lie.

Actually, Human #2 was admiring that toupee. It matched Human #1’s head so perfectly. Where would a person get something like that? Was there a warranty? Would it be okay to compliment it if the phrasing was just right?

And actually, Human #1 does want to be looked at. This bus route goes to the audition for a TV program called “Hair Jockeys.”

You will have no compulsion to engage in any of this. A sustained stare will unsettle humans, warding them off so that you can regroup.

Guttural noises: If you are capable of growls or agonized moans, now is the time to release them. Start quiet and get louder. These emissions are another thing that humans want to do quite badly – especially on overbooked flights. The fact that you are doing something they can’t will make them retreat and possibly sulk.

Reduced visibility: Humans imagine that if they can see you, they can take you down. Thus, you won’t eat them or conquer them. It doesn’t matter that it doesn’t make sense. Put them off their game by carrying out your activities in these environments:

- Fog
- Ghost ship
- Darkness
- Trees
- Corn Maze
- Romantic Restaurant
- Blizzard
- Mist
- Murk
- Ocean
- Smoggy futuristic city
- Worm hole
- Rustic Cabin
- Moors
- Tomb
- Anyplace that has “passage ways” (castle, space ship, etc)
- Ikea Marketplace

Tip: Combine any of the above, where possible, to double your repelling powers. Examples: Blizzard + Rustic Cabin; Darkness + Tomb; Romantic Restaurant + Worm Hole, Etc.

Tip: Don't forget about speed. Let them glimpse just a tail, a fin, a glowing eye, a codpiece.

Dead Zone (Type 1): Consider filling your lair, tomb, ship, or hive with dead human bodies. They don't like those.

Dead Zone (Type 2): Spend your time in an area with no cell phone signal.

Insects!: This is, of course, excellent news for many types of swarms. Your very existence is a human repellant. For everyone else, consider recruiting insects to your headquarters. Cockroaches, for example, have mastered audible footfalls – the telltale “skittle” across linoleum or metallic potato chip bags. (See “Reduced Visibility: Speed”)

Tip: Spiders are not technically insects, but since 3.5% of humans have arachnophobia, they are an excellent choice, as well (the closer to human-hand-sized, the better). Spiders are maestros of the “slow walk,” normally toward a face or crotch.

Public speaking: Since 25% of the human population fears this more than death or even being asked to dance, why not set up a Power Point presentation in your hideout, and perhaps a cardboard audience taped to ballroom chairs from the Holiday Inn? When the human bursts into the place, fingers looped in some grenades, say “Where have you been? Everyone’s waiting.” Turn on the projector.

Mucus: Can you secrete, exude, or spew? Whether mucus provides your scales a protective coating from the hostile environment on your home planet or whether making all those

guttural noises has made you phlegmy, embrace the green stuff. The presence of mucus has been proven to increase your odds of survival in your first skirmish with humans by 11%. Take care, though. If you are a mucus producer, you are more likely overall to get stabbed straight through the head, a sword or stake affixing you to the ground, wall, drive-thru menu, etc.

Tip: Slithering makes an excellent companion to mucus. It requires some flexibility through the hips. Practice in a mirror if you are visible there.

Intimacy: The only thing humans dislike more than solitude is commitment. Here are some useful phrases that may repel humans:

- “Where do you see this relationship going?”
- “Would you like to meet my sire/offspring/egg sac/colony?”
- “Let’s take a trip together.”
- “Did you get my text?”

Heights: You may be tempted to hide in a burrow or cave. But consider looking up! Humans are afraid of heights, and they should be. They do not have claws, wings, or upper body strength, nor do they have any landing capabilities. In fact, they fall end over end like bowling pins, and they bounce when they make contact. This is one of their more logical fears. If you choose a mountaintop lair, they will have to hike there, which will offer plenty of time to prepare the Power Point presentation (See “Public Speaking”).

Tip: Keep an IT ghou! on retainer to wrangle the clicker, locate a Mac-compatible cord, troubleshoot the wifi, etc.

Caution: If you have no wings or landing capabilities yourself, there is some folly in choosing this option. How did you think it would end?

Overshare: No human wants an honest account of how you're doing. Discuss any of the following topics, and the even the most aggressive human is likely to vacate the premises:

- poor self worth
- hating one's mother
- lesions or discharge
- paucity of traffic on one's Tumblr
- overheated circuitry
- "all these maggots are itchy"

Caution: While most humans will be put off by over-sharing, the ones who are not may be of special concern. Watch for one-ups-man-ship (i.e. human hates self/mother more than you, has runnier lesions, saw a maggot once, etc.) Worse than a human who wants to bludgeon you is one who "feels you." You will think, *Why don't I*

just rip this person's jawbone off the hinge? But it will somehow seem complicated.

Public Displays of Affection: Mating behavior, especially in a shopping mall, tends to be repugnant to humans. They bring their hands to their eyes, leading some experts to believe that they experience a burning sensation. The more tongue that's involved, the more acute the discomfort seems to be. If a gang of aggressive humans approaches, you may be tempted to eat a few – that's probably your idea of engaging your tongue. But for now, grab one of your minions and make out with it instead.

Tip: When humans witness mating displays on their computer screens rather than at the mall, especially screens within their dwellings or cubicles, the opposite effect can occur – a kind of hypnosis. Reduce the number of humans who'll notice your hunting or colonizing activities by loading their devices with titles like *Pulp Friction* or *Shaving Ryan's Privates*. Even if they don't exactly like the films, they'll be curious about how the friction and shaving will play out.

Identity theft: Humans love the notion of individuality. *In 200,000 years of humanity, no one has ever been quite like me.* But all of those unique “me's” tend to choose the same passwords – 123456, *password*, *letmein*, and their ilk. Any type of identity theft challenges their collective view of themselves as irreplaceable. But if the notion of an imposter charging a Paula Deen Coastal Breeze Eurotop mattress at Big Lots is destabilizing, imagine

the reaction when you show up wearing the human's own face! Bonus: What are they going to do? Kill themselves? (see "Pod People: I Scream, You Scream" in the *Success Stories* section).

More human repellants to consider:

Exposed intestines

Group Text Messages

Furniture assembly

Noise of bones crushing, especially if done slowly

AutoCorrect

Elevators

Getting up early

Clowns

Anything impending (change, doom, etc)

Stevia

Threat of lawsuit for staking/beheading

Adding them to mailing list

Effusive compliments

Mouth sounds while chewing

Paperwork

Small blobs of brain matter

Silence

Confusion over whether to hug or shake hands

Work retreat

Most types of wailing

Failure (See “Ego-stroking”)

Showing a training video