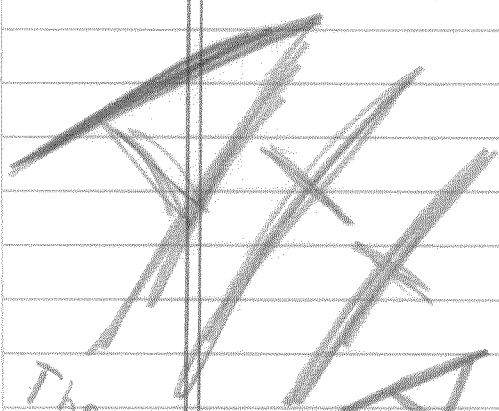
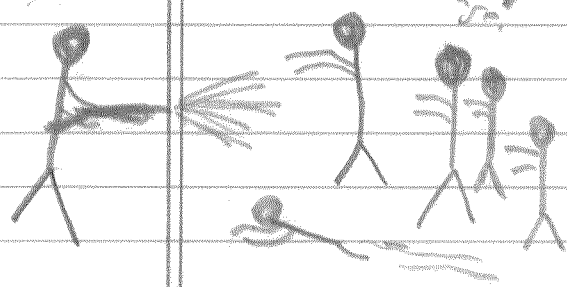


WINDIE



The makeshift Challenge



Mo...oad Cann!



first aid kit.

Hydrogen peroxide.
rockets fuel



two towels

Tools:

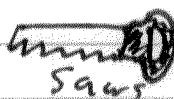


50' PVC (312)



Hammer

wrench.



Saws



Screwdrivers

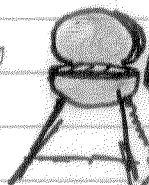


E F A

Chain saw. 1-2 hp.



Turpentine



Grill



Propane



Working Sink!



Cricket bat.



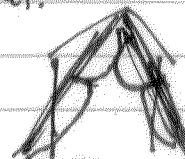
3 cans paint
(Highly flammable)



Framing nailer.



33 in
500 nails.



Camping:

- 1) tent
- 2) sleeping bag
- 3) lighters
- 4) matches
- 5) Backpack



wheels (4)



(1-2 hp engine)



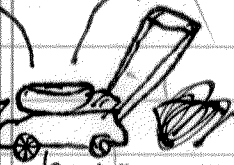
welder.



knife.



1/2 tank of gas



lawn mower (disassembled.)



Tape!

6 empty beer bottles.



30 w oil



molotov!

The Build

First things first: weaponize. The best defense is the best offense. Grab the nailer

and the cricket bat and make a spiked bat. Or

Instruction set A) keep the bat handy just in case you over estimated your time.

Next; empty the lawnmower's gas tank into the chainsaw.

We'll use that on the way out. Now we need to

protect our precious, delicious brains. So lets make a helmet. (Instructions Set B)

While we are waiting for the Can to empty we

are going to get some fire.

Instruction set C has

Molotovs. Once those are finished, go back and

The Build Continued.

finish the helmet. Now we need some blast protection. What we need is a tower shield. (Instruction set D) This may take a while, because bending metal this thick is hard. (Allow 20-30 mins) Make sure it is very durable and solid, your life will depend on this shield. Spend the next 2 mins packing 5 of the 6 molotovs into the backpack with cricket bat, matches, some tools, and first aid kit. You never know what you might need in this post-apocalyptic world. Be sure that the molotovs and bat are accessible while you're wearing the backpack. Now we need to protect our limbs from zombie bites.

The Build Part 3.

To protect ourselves from bites we need to bandage our limbs. (instruction set E)

Use them to cover forearms, upper arms, calves, ankles and anything that is likely to be bitten. Now we are ready to stage our escape.

time: 30 sec

A1 Spiked Bat

Materials,

Cricket Bat

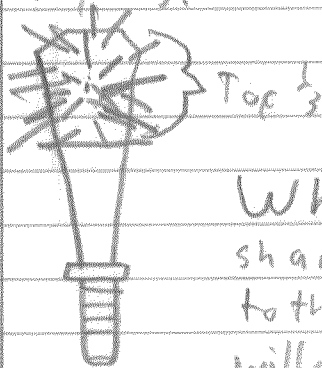
30 Nails.

Tools: Nailer.

Directions.

Nail the nails into the top $\frac{1}{3}$ of the bat.

Be sure to have nails on all sides and angled away from the center of that Top $\frac{1}{3}$.



Why? Adds a sharp shredding effect to the bunt force. Also will not resort to gas.

time 4 mins.

B1

Helmet (Canned Beans)

Materials:

- 1 empty paint bucket.
- 1 tent rain cover
- 3 feet duct tape.

Tools:

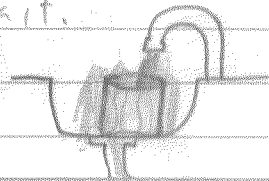
Kife

metal cutters. (tin sheers, saw, wire cutters or anything

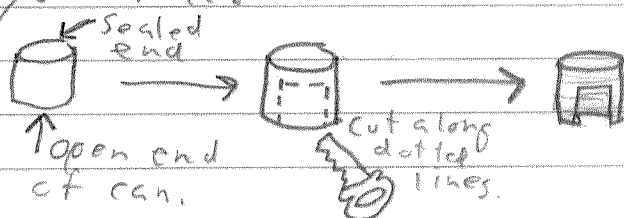
[Sink required.] that will cut through a paint can)

Directions:

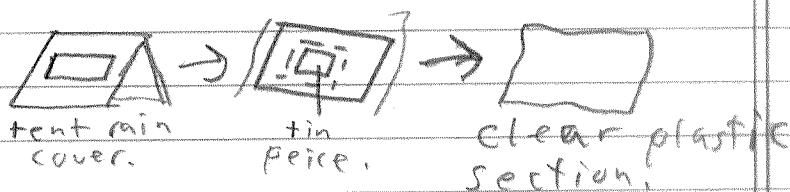
Step one: Dump paint into sink, then leave under running water until clean. This will take about 5 mins so start this the work on molotors while you wait.



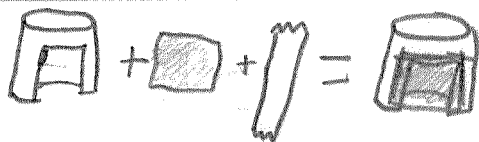
Step Two: Cut a square section out of the side of the can about the size of your face.



Step Three: Use the section cut out in step two to measure out a square section of the window on the rain cover.



Step Three: Tape the clear plastic section over the hole in the can.

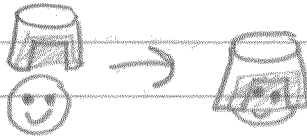


B2

B3

Instructions:

1! Put on head.



2! Secure chin with duct tape.



time: 5 mins

C1

Molotov Cocktails

Materials:

6 Beer Bottles

2 towels

6 feet duct tape

1 can turpentine

3 bottles 30w oil

Tools:

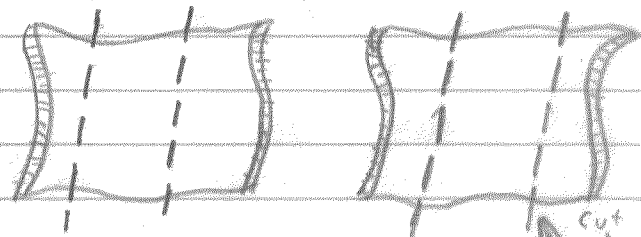
1 knife

1 lighter

Enough gas to soak the towels

Directions:

Step One: Cut towels into 6 equal sized strips. (vertically from the wide edge of the towel, 3 strips per towel)



cut along dashed lines.

Step Two: Use the turpentine to fill each bottle about $\frac{2}{3}$ of the way. (carefull not to spill)

(2

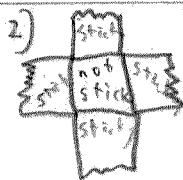
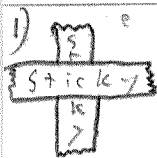
$$\text{bottle} \times 6 + \text{turpentine} = \text{bottle} \times 6$$

Step Three: Use the 30w oil to fill the bottles the rest of the way. (This will help the fire stick)
(do not overfill! or you will catch on fire when you light it!)

$$\text{bottle} \times 6 + \text{10w} \times 3 = \text{bottle} \times 6$$

Step Four: Cap the bottles using duct tap. Make a cross using two 7in. Strips of tape (both sticks sides should be facing the same direction)

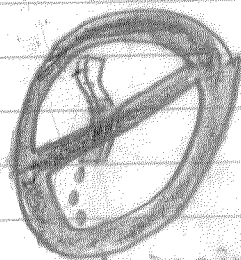
Then put a square piece in the center of the cross sticks side down. Then attach this to the top of the bottle.



repeat for each bottle.

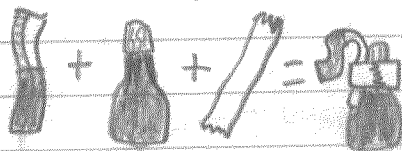
C3

Step Five: Dip one end of each of the towel strips into the lawnmower's gas tank. Be sure that about $\frac{1}{2}$ of the strip is soaked, but **Not** dripping. If it is dripping hang it over the sink until it stops.



no dripping!

Step Six: Secure the dry end of each strip to the top of each bottle using a strip of duct tape. Repeat for each bottle.

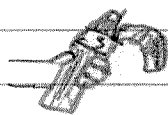


Operation:

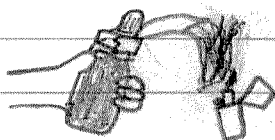
C4

10/5/04

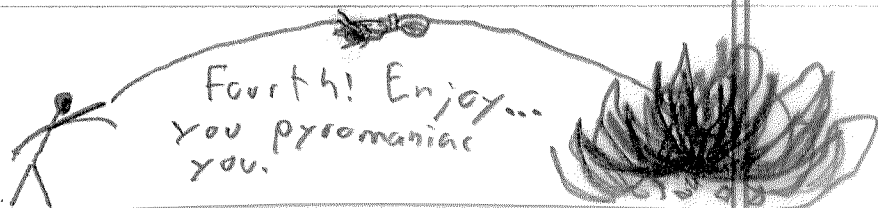
First: Hold bottle, by the base, at an angle so that the gas soaked end of the towel is not touching the bottle.



Second: Light the very end of the towel as shown. (using a lighter)



Third: Throw the bottle at your target. (ideally the center of the zombie herd) Make sure to throw it bottom first to ensure that the bottle shatters.



time: 25 mins.

D1 Tower Sheild

(Criot sheild)

Materials!

1 Grill lid. (The rectangular kind)

Yet more duct tape.

Tools:

Screwdriver, (flat head)

hammer

clamps

acetylene torch, (welder)

Directions:

Step one: Use welder to cut off the long sides of lid.



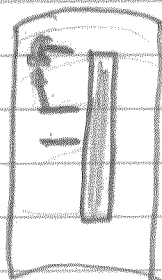
Step Two: Use clamps, a table, and all the strength you have to bend the remaining side in line with the rest of lid.

D₂

Step Three: Now use the same method as step two the bend the lid into a $\frac{1}{8}$ circle around the handle:



Step Four: Use hammer and screw driver to make two parallel slits that are about 3 inches long, about halfway up, perpendicular to the handle, and on the left side of the handle. (right side if you are left handed).



D₃

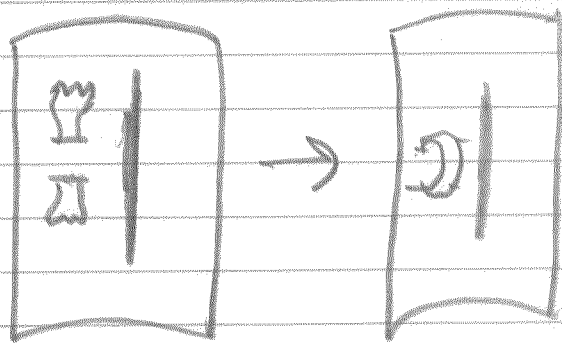
Step Five:

Measure out a strip of duct tape about three times the width of your forearm. Then fold it over on itself.



Step Six:

Loop strip through the slits and securely attach on the other side.



E1

Zombie Suit

(Not quite bite-proof but will prevent zombification)

Materials:

1 tent

1 sleeping bag.

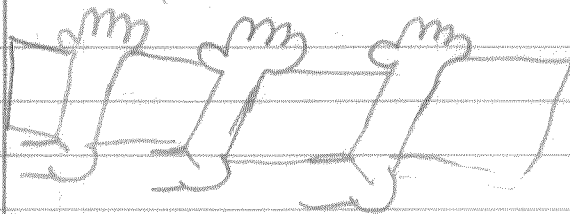
(?) lots of duct tape.

Tools:

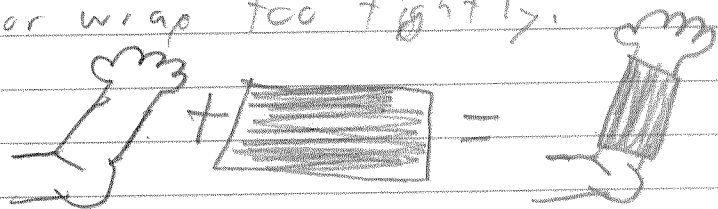
Knife.

Step One! Cut out a section of either the tent or sleeping bag big enough to wrap around the area 3 times.

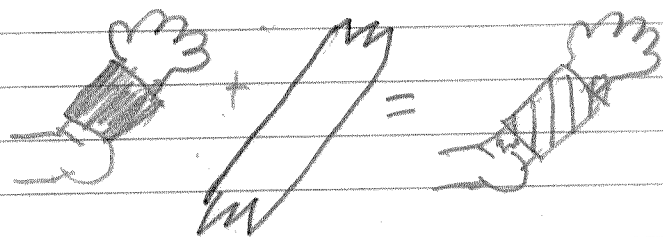
(example fore arm)



Step Two: Wrap around desired area of protection. Be sure not to cut off circulation or wrap too tightly.



Step Three: Wrap entire area in duct tape. Make sure it covers entire area and secures cloth to the area.



Explanation: This wrap is mostly bite proof because teeth will not puncture it. This will prevent the zombie from infecting you, however it will hurt a lot. This can be used on all body parts except for joints each wrap will take about 1-2 minutes.

The Escape Part 1

Now that you are ready, its time to get out of here. First, set all of your gear (anything you made in the build) in the far back left corner of the garage. Now take everything else and pile it in the back right corner. No need to be neat, just make sure you do it in under 5 mins.

Now its time to rig our explosive exit. Take the bottom half of the grill and put it next to the door, remove the propane tanks, and fill the grill with the remaining paint. Now its ten minutes to game time, so bash open a window and toss out a molotov

The Escape Part 2.

to give the zombies outside the door something to mean about. Don't worry about the garage burning down, it won't be around much longer. Now back to the door. Secure the acetylene torch in the grill. Light both the paint and the torch. Now, use a nail to block the emergency release valve of the propane tank with a nail. Secure with tape. The valve is located on the back of the Nozzle.



Now, when you're suited up and ready to go, put the tank on the fire

The Escape Part 3

So that the torch is burning into the side of the propane tank.

(the propane tank should be closed) Now RUN and Hide in the back left-corner of the room.

Put your back up against wall and use the shield to protect your self from the blast. After the explosion settles down

(2-5 mins latter) start up the chainsaw and head out. It should be a few minutes before reinforcements arrive so use this time to go FAR away.

The Journey.

Just a few pointers and tips about navigating streets filled with generic, or classic shuffling, zombies.

1) Don't panic and sprint your self into a corner. Relax, a turtle could out run them. Plot your way around crowds, stick to big open spaces and move in big arcing waving motion so that they have to keep adjusting course and can't swamp you.

2) Save the molotars, there will be large hords near the extraction point, use them there.

The Journey Part 2.

- 3) Use the chainsaw earlier, don't hesitate to abandon it, it could slow you down.
- 4) Speed is key. If it gets snagged leave it, run.
- 5) The shield may be ditched early or kept to deal with the herd near the extraction point. (same goes for the chain saw)
- 6) make sure the molotovs land outside of shuffling range. The only thing worse than a zombie herd is a flaming zombie herd.

Journey Part 3.

7) watch out for ankle biters. Even though we have shielded that area the pain will make it hard to out pace the zombies.

8) avoid other survivors

- 1) they may be infected.
- 2) they may go crazy and try to kill you
- 3) they will slow you down.

9) Fighting is a last resort option. Hand to hand (or bat) combat doesn't work too well when the opponent doesn't feel pain.

The Explanation.

The bat! The bat is an light weapon that can be use while running after the chain saw runs out.

The chainsaw! Rip and shred the zombies, they may not die but they sure arn't going to keep up with half a body.

The Molotovs! The use of motor oil will help the fire stick to the zombies and burn out their mussels, this should help keep them from moving, biting, and giving chase.

The Explanation Part 2

The Helmet: the helmet will keep the zombies from biting your neck or eating your brain.

Also the window in the front will keep the thick smoke from burning your eyes out when you run through a molotov fire.

Shield: Used as blast shield on the escape and as a riot shield when pushing your way through an undead crowd.

The Suit: This is a protection from the worst case; being bitten. This will provide a barrier between your skin and the zombie virus, while it will still hurt and probably

The Explanation (3)

break skin, the zombie's teeth will not break through the bandage, so the virus will not infect you.

Trust this, it was painfully tested.

The door breach: the propane tank under heat will start mounting pressure, however the nail makes sure that it cannot auto-vent. Meanwhile the welder is cutting a hole in the tank. Once that hole is made and fire mixes with the high pressure gas it will explode destroying the door, most of the zombies and a lot of the garage.

Time Check.

Spiked Bat: 1 min

Fill chainsaw: 1 min

Molotov: 5 mins

helmet: 5 mins

shield: 20 mins

Zombie suit: 10 mins

Cleaning up: 10 mins

Rigging bomb: 5 mins

total: 57 mins

-60

Spare time: 3 mins.