

1

00:00:00,000 --> 00:00:06,460

But there's something about them too.

2

00:00:06,460 --> 00:00:13,560

And that is what Rick for you.

3

00:00:13,560 --> 00:00:22,500

On this episode of Myth My F Emm Stuart.

4

00:00:22,500 --> 00:00:27,500

See anything?

5

00:00:27,500 --> 00:00:34,500

Zombies. The undead.

6

00:00:34,500 --> 00:00:42,500

Groming the earth, hunting for brains.

7

00:00:42,500 --> 00:00:48,500

They found us again.

8

00:00:48,500 --> 00:00:54,500

Long thought of as fictional.

9

00:00:54,500 --> 00:00:56,500

It's you and your damn cigars.

10

00:00:56,500 --> 00:00:58,500

Well, it sure ain't your brains.

11

00:00:58,500 --> 00:01:00,500

Well, they are fictional.

12

00:01:00,500 --> 00:01:02,500

That doesn't mean we can't test with them, though.

13

00:01:02,500 --> 00:01:04,500

Welcome to the Mythbusters zombie special.

14

00:01:04,500 --> 00:01:05,500

Say it with me.

15

00:01:05,500 --> 00:01:07,500

Brains!

16

00:01:07,500 --> 00:01:09,500

Say it with me. Brains. Brains.

17

00:01:09,500 --> 00:01:10,500

There you go.

18

00:01:10,500 --> 00:01:14,500

The day of the dead has dawned.

19

00:01:14,500 --> 00:01:19,500

Assembled for the apocalypse and joined by the walking dead's

20

00:01:19,500 --> 00:01:21,500

master of mayhem, Michael Rooker.

21

00:01:21,500 --> 00:01:23,500

I hate zombies.

22

00:01:23,500 --> 00:01:27,500

The team tackles a trio of survival tall tales.

23

00:01:27,500 --> 00:01:30,500

Rule number one, aim for the head.

24

00:01:30,500 --> 00:01:33,500

First, when faced with the army of darkness,

25

00:01:33,500 --> 00:01:38,500

does the axe actually outgun the gun?

26

00:01:38,500 --> 00:01:39,500

Groming.

27

00:01:39,500 --> 00:01:44,500

Then, how exactly does an undead horde eave down a door?

28

00:01:44,500 --> 00:01:47,500

Coming for you, old man.

29

00:01:47,500 --> 00:01:51,500

And finally, can walkers really outpace the human race?

30

00:01:51,500 --> 00:01:53,500

You do it faster.

31

00:01:53,500 --> 00:01:57,500

The zombies are chasing you.

32

00:01:57,500 --> 00:02:01,500

Who are the Mythbusters?

33

00:02:01,500 --> 00:02:02,500

Adam Savage.

34

00:02:02,500 --> 00:02:04,500

70% chance of sight.

35

00:02:04,500 --> 00:02:05,500

And Jamie Heineman.

36

00:02:05,500 --> 00:02:07,500

Are you done screwing around?

37

00:02:07,500 --> 00:02:11,500

Between them more than 30 years of special effects experience,

38

00:02:11,500 --> 00:02:14,500

together with Tori Belachy.

39

00:02:14,500 --> 00:02:16,500

Let's chop this car up!

40

00:02:16,500 --> 00:02:17,500

Brent Imahara.

41

00:02:17,500 --> 00:02:18,500

Nothing to take me!

42

00:02:18,500 --> 00:02:20,500

And Carrie Byron.

43

00:02:20,500 --> 00:02:21,500

This should be fun.

44

00:02:21,500 --> 00:02:27,500

They'll just tell the Myths, they put them to the test.

45

00:02:33,500 --> 00:02:36,500

Stand by for some facts with your fiction.

46

00:02:36,500 --> 00:02:40,500

It's Mythbusters vs. Zombies.

47

00:02:40,500 --> 00:02:43,500

If you've ever screamed at the screen,

48

00:02:43,500 --> 00:02:45,500

no, take the axe, not the gun,

49

00:02:45,500 --> 00:02:51,500

or argued over the apocalyptic logic of the horn's ability to bust down doors,

50

00:02:51,500 --> 00:02:56,500

or wondered why slow-paced, shuffling zombies ever catch anybody,

51

00:02:56,500 --> 00:02:58,500

then the Mythbusters are here to help.

52

00:02:58,500 --> 00:03:01,500

This is the science of the dead.

53

00:03:01,500 --> 00:03:02,500

What's up first?

54

00:03:02,500 --> 00:03:03,500

Well, let me ask you.

55

00:03:03,500 --> 00:03:05,500

If you're surrounded by a zombie horn,

56

00:03:05,500 --> 00:03:06,500

you could choose only one weapon.

57

00:03:06,500 --> 00:03:07,500

What would you choose?

58

00:03:07,500 --> 00:03:09,500

The gun?

59

00:03:09,500 --> 00:03:10,500

Or the axe?

60

00:03:10,500 --> 00:03:11,500

The gun.

61

00:03:11,500 --> 00:03:12,500

Right, most people would,

62

00:03:12,500 --> 00:03:15,500

but there's a myth that the axe is in fact the better tool.

63

00:03:15,500 --> 00:03:16,500

Really?

64

00:03:16,500 --> 00:03:17,500

Yeah.

65

00:03:17,500 --> 00:03:18,500

So what do you say?

66

00:03:18,500 --> 00:03:19,500

You take the gun, I take the axe, let's go find some zombies.

67

00:03:19,500 --> 00:03:21,500

Zombies are fictional.

68

00:03:21,500 --> 00:03:22,500

Right.

69

00:03:22,500 --> 00:03:24,500

Let's go find 100 people willing to dress as zombies.

70

00:03:24,500 --> 00:03:25,500

Okay.

71

00:03:25,500 --> 00:03:27,500

How hard could that be?

72

00:03:27,500 --> 00:03:30,500

As it turns out, not hard at all.

73

00:03:30,500 --> 00:03:33,500

Mythbusters fans love getting dressed up.

74

00:03:33,500 --> 00:03:38,500

Now, how exactly are Adam and Jamie going to test the weapon's lethal efficiency

75

00:03:38,500 --> 00:03:41,500

without actually hurting anybody?

76

00:03:41,500 --> 00:03:44,500

As it's Jamie's weapon of choice is a gun,

77

00:03:44,500 --> 00:03:48,500

and the only fictional way to kill a fictional zombie is with a headshot.

78

00:03:48,500 --> 00:03:51,500

We're going to need to shoot our zombie volunteers in the face,

79

00:03:51,500 --> 00:03:55,500

which means we're going to have to protect the faces of our zombie volunteers.

80

00:03:55,500 --> 00:03:58,500

The answer is plastic face protectors.

81

00:03:58,500 --> 00:03:59,500

I think this is going to work.

82

00:03:59,500 --> 00:04:01,500

And paintball guns.

83

00:04:01,500 --> 00:04:03,500

This is going to make my day.

84

00:04:03,500 --> 00:04:07,500

Yep, it's shooting Adam in the face day.

85

00:04:07,500 --> 00:04:09,500

Bullseye!

86

00:04:09,500 --> 00:04:13,500

Jamie hit me dead between the eyes while I was wearing my zombie mask,

87

00:04:13,500 --> 00:04:18,500

and I didn't feel a thing, which is exactly what I want our volunteers to be feeling.

88

00:04:18,500 --> 00:04:24,500

So now the prototype works, it's time to mass manufacture at least 100 of these.

89

00:04:24,500 --> 00:04:27,500

So with the shop converted into a factory assembly line,

90

00:04:27,500 --> 00:04:29,500

come on, baby!

91

00:04:29,500 --> 00:04:33,500

Adam produces masks for each of our century of volunteers.

92

00:04:33,500 --> 00:04:39,500

All of this work just so that Jamie Heineman can shoot strangers in the face.

93

00:04:39,500 --> 00:04:41,500

For science!

94

00:04:43,500 --> 00:04:47,500

Next, Adam turns to the myth-referred method for wasting walkers.

95

00:04:47,500 --> 00:04:52,500

Now, I'm quite sure you all agree with me that the weapon I've chosen for killing zombies,

96

00:04:52,500 --> 00:04:55,500

the axe, is far superior to the gun.

97

00:04:55,500 --> 00:04:59,500

But since zombies don't actually exist and I won't be able to drive an actual axe

98

00:04:59,500 --> 00:05:02,500

through their ever-loving undead skulls,

99

00:05:02,500 --> 00:05:06,500

I'm going to have to come up with a safe way for killing our zombies.

100

00:05:09,500 --> 00:05:12,500

Cue Adam's clever cushioned cleaver.

101

00:05:12,500 --> 00:05:18,500

It'll leave a safe green paint splatter for every zombie brain splattered.

102

00:05:18,500 --> 00:05:20,500

This is awesome!

103

00:05:20,500 --> 00:05:23,500

The paintball paint that I put in the compartment last night

104

00:05:23,500 --> 00:05:26,500

has beautifully seeped through the foam.

105

00:05:26,500 --> 00:05:28,500

Let's see what kind of mark it makes.

106

00:05:30,500 --> 00:05:32,500

That is the mark of one dead zombie.

107

00:05:32,500 --> 00:05:34,500

I'm sure that they're already dead.

108

00:05:34,500 --> 00:05:36,500

Let's just call them inactive zombies.

109

00:05:36,500 --> 00:05:38,500

Let's get the testing!

110

00:05:38,500 --> 00:05:40,500

And so, with weapons at the ready...

111

00:05:40,500 --> 00:05:43,500

You'll like this place. It's nice and creepy.

112

00:05:44,500 --> 00:05:49,500

The team assembles at the perfect location for a spot of zombie annihilation.

113

00:05:53,500 --> 00:05:57,500

For testing the most efficacious method for dispatching a zombie, a gun, or an axe,

114

00:05:57,500 --> 00:06:00,500

we've come to one of our all-time favorite locations.

115

00:06:00,500 --> 00:06:04,500

It's not only a big enough space for us to really see and understand what's going on,

116

00:06:04,500 --> 00:06:06,500

it's suitably post-apocalyptic.

117

00:06:06,500 --> 00:06:09,500

I feel like I'm being chased by a crawling zombie.

118

00:06:10,500 --> 00:06:12,500

Have brains!

119

00:06:12,500 --> 00:06:17,500

If I was hiding out from zombies, this is exactly the kind of citadel I would seek out.

120

00:06:17,500 --> 00:06:18,500

Zombies!

121

00:06:18,500 --> 00:06:21,500

That's the arena. Now how will it be used?

122

00:06:21,500 --> 00:06:24,500

The methodology here is pretty straightforward.

123

00:06:24,500 --> 00:06:28,500

I'll be standing in the middle of a 30-foot diameter circle that is the human zone.

124

00:06:31,500 --> 00:06:35,500

These zombies will be dotted around the building in their green zombie zone.

125

00:06:35,500 --> 00:06:39,500

Now, when we give the signal, they will start their zombie shuffle towards the line of demarcation.

126

00:06:39,500 --> 00:06:40,500

Come on.

127

00:06:41,500 --> 00:06:46,500

Now, we can't engage them until they reach that orange line, but once they do...

128

00:06:47,500 --> 00:06:48,500

Ruff!

129

00:06:50,500 --> 00:06:51,500

They're all ours.

130

00:06:51,500 --> 00:06:53,500

I don't expect to make it through all 100 zombies.

131

00:06:53,500 --> 00:06:55,500

The question is, how far will I get?

132

00:06:55,500 --> 00:06:56,500

Brains.

133

00:06:56,500 --> 00:07:01,500

And the rules will be the same for me, except I'm gonna be packing a gun.

134

00:07:01,500 --> 00:07:02,500

Bang!

135

00:07:02,500 --> 00:07:04,500

Oh, oh, brains!

136

00:07:07,500 --> 00:07:09,500

That's the rules and regulations.

137

00:07:09,500 --> 00:07:11,500

But how about the test subjects?

138

00:07:11,500 --> 00:07:12,500

Now, let's be honest.

139

00:07:12,500 --> 00:07:16,500

Zombies are fictional, which means every way of dealing with them is also fictional.

140

00:07:16,500 --> 00:07:22,500

But for the purposes of our experimentation in this episode, we are holding to some agreed-upon zombie tropes.

141

00:07:22,500 --> 00:07:27,500

For instance, our zombies are slow-moving zombies. They're real zombies.

142

00:07:27,500 --> 00:07:32,500

As for how to dispatch them, we thought we needed an expert, so where better to go

143

00:07:32,500 --> 00:07:36,500

than the one and only Michael Rooker, aka Merle Dixon from The Walking Dead?

144

00:07:36,500 --> 00:07:42,500

He is going to show Jamie some of his preferred methodologies for dispatching the undead.

145

00:07:45,500 --> 00:07:48,500

Michael, any advice on taking out zombies?

146

00:07:48,500 --> 00:07:53,500

Well, I noticed you have a couple of handy-dandy weapons here.

147

00:07:53,500 --> 00:07:55,500

Well, all we need now is a zombie, I guess, huh?

148

00:07:55,500 --> 00:07:57,500

Oh, we got plenty of those.

149

00:07:57,500 --> 00:07:59,500

Cue the undead man walking.

150

00:07:59,500 --> 00:08:00,500

I see.

151

00:08:00,500 --> 00:08:01,500

Well, thank you.

152

00:08:01,500 --> 00:08:04,500

If they're approaching, they just pop them in the knee.

153

00:08:04,500 --> 00:08:05,500

Bang!

154

00:08:05,500 --> 00:08:07,500

They're still approaching.

155

00:08:07,500 --> 00:08:09,500

Pop them in the other knee.

156

00:08:09,500 --> 00:08:10,500

Bang!

157

00:08:10,500 --> 00:08:15,500

Of course, they are kind of hungry, and they're a little...

158

00:08:15,500 --> 00:08:20,500

Okay, usually I grab them and hold them down like that, and I pop them in the head.

159

00:08:20,500 --> 00:08:21,500

Bang!

160

00:08:21,500 --> 00:08:22,500

Nice.

161

00:08:25,500 --> 00:08:31,500

That's one down, but to test which weapon is the most efficient to deal with zombies en masse,

162

00:08:31,500 --> 00:08:33,500

we need a horde.

163

00:08:34,500 --> 00:08:37,500

That is an awesome view.

164

00:08:37,500 --> 00:08:41,500

And for experimental accuracy, they need to know exactly how to move.

165

00:08:41,500 --> 00:08:43,500

Good morning, zombies.

166

00:08:43,500 --> 00:08:44,500

Morning!

167

00:08:44,500 --> 00:08:46,500

Oh, no, no, no, no, no.

168

00:08:46,500 --> 00:08:47,500

Like zombies.

169

00:08:47,500 --> 00:08:48,500

Good morning, zombies.

170

00:08:50,500 --> 00:08:54,500

You might recognize this gentleman to my right, Michael Rooker from The Walking Dead.

171

00:08:57,500 --> 00:09:00,500

Now, Michael is going to give you guys a lesson in the zombie shuffle.

172

00:09:00,500 --> 00:09:06,500

Using all his walking dead experience, Michael coaches the volunteers on zombie behavior,

173

00:09:06,500 --> 00:09:10,500

an unintelligent, slow shuffle towards food.

174

00:09:11,500 --> 00:09:12,500

Much better.

175

00:09:12,500 --> 00:09:14,500

With a unique twist.

176

00:09:14,500 --> 00:09:15,500

That's good.

177

00:09:15,500 --> 00:09:16,500

Cut.

178

00:09:16,500 --> 00:09:17,500

Okay, very good.

179

00:09:17,500 --> 00:09:18,500

You're scary.

180

00:09:18,500 --> 00:09:20,500

And on everybody, you've got to develop your own walk.

181

00:09:20,500 --> 00:09:23,500

If he's an individual zombie, you're all individual zombies.

182

00:09:23,500 --> 00:09:25,500

You're not cookie-cutter zombies.

183

00:09:25,500 --> 00:09:26,500

Develop your own deal.

184

00:09:26,500 --> 00:09:29,500

With the demonstration complete, schools out.

185

00:09:29,500 --> 00:09:32,500

All right, commence zombie shuffle now.

186

00:09:32,500 --> 00:09:35,500

And the terror begins.

187

00:09:35,500 --> 00:09:37,500

That is positively terrible.

188

00:09:37,500 --> 00:09:40,500

Yeah, I'm happy they're not trying to eat me right now.

189

00:09:41,500 --> 00:09:45,500

And with the horrifyingly realistic board assembled,

190

00:09:45,500 --> 00:09:47,500

Listen to that sound.

191

00:09:47,500 --> 00:09:50,500

It's time to get down to experimental business.

192

00:09:53,500 --> 00:09:55,500

All right, zombies, are you ready?

193

00:09:57,500 --> 00:09:58,500

Adam, are you ready?

194

00:09:58,500 --> 00:09:59,500

I'm ready, sir.

195

00:09:59,500 --> 00:10:00,500

All right.

196

00:10:00,500 --> 00:10:04,500

Three, two, one.

197

00:10:24,500 --> 00:10:25,500

I've been killed.

198

00:10:28,500 --> 00:10:30,500

You're zombie meat, brother.

199

00:10:30,500 --> 00:10:32,500

I don't think I killed more than 20.

200

00:10:32,500 --> 00:10:33,500

I'll count.

201

00:10:33,500 --> 00:10:40,500

One, two, three, four, five, 11, 12, 13.

202

00:10:40,500 --> 00:10:42,500

13, that's it?

203

00:10:42,500 --> 00:10:44,500

That's not many.

204

00:10:44,500 --> 00:10:47,500

Here's something that you should know about this test.

205

00:10:47,500 --> 00:10:50,500

Me being in the middle of this kind of scary warehouse

206

00:10:50,500 --> 00:10:52,500

and having 100 really nice people who've dressed

207

00:10:52,500 --> 00:10:55,500

as disgusting zombies ambling towards me,

208

00:10:55,500 --> 00:10:59,500

is nonetheless terrifying, even though it's pretend.

209

00:11:00,500 --> 00:11:03,500

Even though I only killed 13 in that test,

210

00:11:03,500 --> 00:11:07,500

I'm still feeling really good about the axe as the weapon of choice.

211

00:11:07,500 --> 00:11:12,500

I just feel that I can reload faster than Jamie will be able to with a gun.

212

00:11:12,500 --> 00:11:14,500

I've been killed.

213

00:11:14,500 --> 00:11:16,500

Just to make sure that test was accurate,

214

00:11:16,500 --> 00:11:18,500

I'm going to have the zombies brought out again.

215

00:11:18,500 --> 00:11:23,500

I'm going to try a second time so we can average my results across both tests.

216

00:11:23,500 --> 00:11:28,500

Adam, back from the dead, gets ready once again to take on the undead.

217

00:11:28,500 --> 00:11:34,500

Alright, zombies attack in three, two, one.

218

00:11:35,500 --> 00:11:41,500

Will Adam be able to use his knowledge from test one to improve his zombie count?

219

00:11:42,500 --> 00:11:49,500

He's a blur of action, holding off his creeping, moaning, and shuffling attackers as long as he can.

220

00:11:49,500 --> 00:11:52,500

But as before, by sheer weight of numbers,

221

00:11:52,500 --> 00:11:59,500

the encroaching slow-motion zombie tsunami overwhelms our axe-wielding hero.

222

00:12:01,500 --> 00:12:05,500

I think I got further this time. I think I killed more.

223

00:12:05,500 --> 00:12:07,500

He did, but just barely.

224

00:12:07,500 --> 00:12:08,500

I got 15.

225

00:12:08,500 --> 00:12:10,500

I got 15 as well.

226

00:12:10,500 --> 00:12:11,500

15 it is.

227

00:12:11,500 --> 00:12:16,500

Which is an average kill count of 14 and good consistent data.

228

00:12:16,500 --> 00:12:19,500

But will it outgun the gun?

229

00:12:19,500 --> 00:12:21,500

Up next is the Heinemann.

230

00:12:21,500 --> 00:12:23,500

I just want to get warmed up.

231

00:12:25,500 --> 00:12:27,500

And he means business.

232

00:12:27,500 --> 00:12:29,500

Zombie killing business.

233

00:12:30,500 --> 00:12:31,500

Groovy.

234

00:12:39,500 --> 00:12:40,500

What is a zombie?

235

00:12:41,500 --> 00:12:47,500

A zombie is a mindless, reanimated corpse with the hunger for human flesh.

236

00:12:48,500 --> 00:12:50,500

How to kill a zombie.

237

00:12:50,500 --> 00:12:53,500

You cannot kill a zombie for they are already dead,

238

00:12:53,500 --> 00:12:57,500

but you can stop them by destroying the brain.

239

00:12:57,500 --> 00:13:01,500

One misconception about zombies is that they only eat brains.

240

00:13:01,500 --> 00:13:05,500

But zombies have an appetite for all human flesh.

241

00:13:05,500 --> 00:13:08,500

How to be infected by a zombie.

242

00:13:08,500 --> 00:13:13,500

The most common way of infection is through a bite from a zombie.

243

00:13:15,500 --> 00:13:22,500

If you do encounter a zombie, run away and contact your local authorities immediately.

244

00:13:23,500 --> 00:13:27,500

Up next, can the walking dead really catch the running living?

245

00:13:39,500 --> 00:13:45,500

In every zombie movie there is that scene where the horde descends on somebody and just tears them to shreds.

246

00:13:45,500 --> 00:13:47,500

And that is the myth that we are going to be testing.

247

00:13:47,500 --> 00:13:50,500

Can you escape the zombie horde?

248

00:13:50,500 --> 00:13:52,500

Okay, this is one thing that I've always wondered about.

249

00:13:52,500 --> 00:13:57,500

Because traditionally, don't they just shuffle it like two miles an hour?

250

00:13:57,500 --> 00:13:59,500

It feels like you could just outrun them.

251

00:13:59,500 --> 00:14:00,500

Well, yeah, sure.

252

00:14:00,500 --> 00:14:02,500

Maybe you could outrun one or two, no problem.

253

00:14:02,500 --> 00:14:05,500

But what zombie apocalypse only has a couple zombies?

254

00:14:05,500 --> 00:14:08,500

Okay, I see what you're saying. It's a numbers game and that's what we're testing.

255

00:14:08,500 --> 00:14:11,500

Exactly. This is going to be the best myth ever.

256

00:14:15,500 --> 00:14:19,500

The zombie horde has their undead eyes on the living prize.

257

00:14:19,500 --> 00:14:25,500

But despite shuffling at the speed of a decomposing corpse, the result is somehow inevitable.

258

00:14:25,500 --> 00:14:29,500

The unarmed, fleet-footed humans always get caught.

259

00:14:29,500 --> 00:14:31,500

And it's a brain buffet.

260

00:14:32,500 --> 00:14:34,500

How do you guys want to test this myth?

261

00:14:34,500 --> 00:14:37,500

All right, well, let's set up an area, say, the size of a football field.

262

00:14:37,500 --> 00:14:40,500

And then get a zombie horde.

263

00:14:40,500 --> 00:14:42,500

We'll see if we can run through it and escape them.

264

00:14:42,500 --> 00:14:46,500

All right, well, that means we need some zombies and we need to figure out how they're supposed to behave.

265

00:14:46,500 --> 00:14:49,500

Well, I know the perfect person who's an expert on zombies.

266

00:14:49,500 --> 00:14:52,500

He can tell us what they can and can't do.

267

00:14:52,500 --> 00:14:54,500

And he'll help us set up the parameters for our myth.

268

00:14:54,500 --> 00:14:56,500

Sounds good.

269

00:14:56,500 --> 00:15:00,500

So the team will stage the apocalyptic Olympics.

270

00:15:00,500 --> 00:15:04,500

It's humans versus the horde in a race for survival.

271

00:15:06,500 --> 00:15:13,500

But first up, Torey's meeting one of his Hollywood heroes, legend of the undead, Greg Nicotero.

272

00:15:13,500 --> 00:15:18,500

In order for us to test these zombie myths accurately, we need to get some more information.

273

00:15:18,500 --> 00:15:21,500

So we're here at K&B Studios, a special effects house.

274

00:15:21,500 --> 00:15:26,500

They are responsible for pretty much every zombie you've ever seen in any horror movie.

275

00:15:26,500 --> 00:15:29,500

Not to mention the show Walking Dead.

276

00:15:29,500 --> 00:15:35,500

So we're going to go talk to Greg Nicotero right now, who is pretty much the king of zombies, and get a little bit more information.

277

00:15:35,500 --> 00:15:38,500

We need some zombie data to test our myth.

278

00:15:38,500 --> 00:15:44,500

We just need to know a little bit more about zombies and what they can and can't do.

279

00:15:44,500 --> 00:15:52,500

We used the scene in Night Living Dead in the cemetery as our sort of holy grail for zombie movement.

280

00:15:54,500 --> 00:15:56,500

They're not very quick.

281

00:15:56,500 --> 00:16:00,500

They're attracted to sound. I think sometimes they're attracted to light or dark.

282

00:16:00,500 --> 00:16:02,500

I don't think they're very smart.

283

00:16:02,500 --> 00:16:06,500

Generally speaking, you just got to make sure that you don't get over them by too many of them.

284

00:16:06,500 --> 00:16:10,500

So armed with the experimental rules of engagement.

285

00:16:11,500 --> 00:16:14,500

Alright, zombie apocalypse. We're almost there.

286

00:16:14,500 --> 00:16:18,500

The team assembles at Apocalypse Ground Zero.

287

00:16:18,500 --> 00:16:20,500

Team a zombie killing hat.

288

00:16:21,500 --> 00:16:27,500

We are here at the Alameda Runway to test the myth that you can't outrun a zombie horde.

289

00:16:27,500 --> 00:16:34,500

Now the way we're going to test this is we're going to create a part of a city that has been overrun by the zombie apocalypse.

290

00:16:34,500 --> 00:16:37,500

Now all we need is a zombie horde.

291

00:16:44,500 --> 00:16:48,500

So we have 150 volunteers for our zombie horde.

292

00:16:49,500 --> 00:16:54,500

Oh my God. Here comes the horde.

293

00:16:54,500 --> 00:17:03,500

Now for us it is the perfect number because in our designated area all of those volunteers represent a population density of Manhattan.

294

00:17:03,500 --> 00:17:05,500

That's 90,000 people per square mile.

295

00:17:05,500 --> 00:17:09,500

We're going to scatter them around the field and try and run from one end to the other.

296

00:17:09,500 --> 00:17:13,500

We'll be wearing these mini brains on our backs.

297

00:17:13,500 --> 00:17:17,500

If they manage to grab one of these, that means that we haven't escaped the horde.

298

00:17:17,500 --> 00:17:19,500

That means that we've been eaten.

299

00:17:19,500 --> 00:17:22,500

So now it's time to bring on the zombies.

300

00:17:32,500 --> 00:17:34,500

This is freaking me out.

301

00:17:34,500 --> 00:17:36,500

I don't like this at all.

302

00:17:42,500 --> 00:17:44,500

This is terrifying.

303

00:17:48,500 --> 00:17:52,500

Well they asked for a zombie horde.

304

00:17:52,500 --> 00:17:54,500

Now some grand rules.

305

00:17:54,500 --> 00:17:56,500

Welcome zombie horde!

306

00:17:59,500 --> 00:18:04,500

Rule number one, zombies can only move at a slow shuffle.

307

00:18:06,500 --> 00:18:11,500

Rule number two, your brains are infected so you have no rational thought.

308

00:18:12,500 --> 00:18:16,500

Rule number three, this is your target.

309

00:18:16,500 --> 00:18:18,500

Brains!

310

00:18:20,500 --> 00:18:22,500

Let the brains begin!

311

00:18:24,500 --> 00:18:27,500

With a code of conduct established for consistent data...

312

00:18:30,500 --> 00:18:32,500

I don't want to do this anymore.

313

00:18:32,500 --> 00:18:36,500

The animated deceased disperse randomly over the experimental space.

314

00:18:37,500 --> 00:18:45,500

A field of play 100 yards long and 55 yards wide that our humans have to cross while keeping their brains intact.

315

00:18:45,500 --> 00:18:49,500

And first up to race for the human race is Carrie.

316

00:18:49,500 --> 00:18:51,500

I have to say I'm kind of nervous.

317

00:18:51,500 --> 00:18:56,500

First of all, that girl right there, it looks like she's actually going to eat me.

318

00:18:56,500 --> 00:18:58,500

I don't know if I'm going to make it through.

319

00:18:58,500 --> 00:19:01,500

It looked a lot easier before the zombies showed up.

320

00:19:01,500 --> 00:19:03,500

Alright, let's go.

321

00:19:03,500 --> 00:19:09,500

So with Grant and Tori observing from a safe overhead distance, let the games begin.

322

00:19:14,500 --> 00:19:16,500

Oh, there she goes!

323

00:19:16,500 --> 00:19:19,500

At the heart of this brain game are the numbers.

324

00:19:19,500 --> 00:19:24,500

It's one human versus a zombie horde of 150.

325

00:19:24,500 --> 00:19:26,500

Oh my god, that is terrifying!

326

00:19:26,500 --> 00:19:32,500

And Carrie is dodging and weaving at 10 miles an hour while the zombies are trying to get her.

327

00:19:32,500 --> 00:19:34,500

She's doing great!

328

00:19:34,500 --> 00:19:36,500

She's doing great!

329

00:19:36,500 --> 00:19:38,500

She's doing great!

330

00:19:38,500 --> 00:19:40,500

No way!

331

00:19:40,500 --> 00:19:42,500

Yeah, she's going to make it.

332

00:19:42,500 --> 00:19:48,500

And those numbers add up to Carrie's survival.

333

00:19:48,500 --> 00:19:50,500

Yeah!

334

00:19:50,500 --> 00:19:55,500

You do run faster when zombies are chasing you!

335

00:19:55,500 --> 00:19:57,500

Woo!

336

00:19:57,500 --> 00:20:02,500

Their ineffective shuffling meant the ravenous zombies couldn't lay a hand on her.

337

00:20:02,500 --> 00:20:07,500

The myth that you can't outrun the horde is off to a bad start.

338

00:20:07,500 --> 00:20:10,500

So Carrie survived the zombie horde, no problem.

339

00:20:10,500 --> 00:20:16,500

But you know what? The next thing we're going to do is increase the population density by 50%.

340

00:20:16,500 --> 00:20:18,500

And this time, it's Tori's turn.

341

00:20:18,500 --> 00:20:21,500

So the field of play is reduced in size.

342

00:20:21,500 --> 00:20:24,500

Alright, 25 yards in.

343

00:20:24,500 --> 00:20:31,500

Meaning the zombie density is increased to 135,000 people per square mile.

344

00:20:31,500 --> 00:20:36,500

Matching parts of the massive Indian mega city, Mumbai.

345

00:20:36,500 --> 00:20:39,500

I hope you like Italian food!

346

00:20:39,500 --> 00:20:41,500

Oh boy!

347

00:20:41,500 --> 00:20:44,500

The apocalypse has reached epidemic proportions.

348

00:20:44,500 --> 00:20:46,500

You guys ready?

349

00:20:46,500 --> 00:20:48,500

Ready when you are!

350

00:20:48,500 --> 00:20:50,500

Run Tori, run!

351

00:20:51,500 --> 00:20:53,500

Woo!

352

00:20:53,500 --> 00:20:55,500

Oh, dodge, weed, good job!

353

00:20:55,500 --> 00:20:58,500

The zombies are clearly more densely packed.

354

00:20:58,500 --> 00:21:03,500

But Tori, reliving a twisted version of his high school football dreams,

355

00:21:03,500 --> 00:21:06,500

makes it to the end zone safely.

356

00:21:06,500 --> 00:21:07,500

Oh my god!

357

00:21:07,500 --> 00:21:09,500

I made it!

358

00:21:09,500 --> 00:21:11,500

Do I have all my brains?

359

00:21:11,500 --> 00:21:12,500

Yes.

360

00:21:12,500 --> 00:21:16,500

So I made it through the zombie horde with all my brains intact,

361

00:21:16,500 --> 00:21:18,500

and it was insane!

362

00:21:18,500 --> 00:21:21,500

The adrenaline was flowing, the zombies were trying to eat me,

363

00:21:21,500 --> 00:21:23,500

but I made it through.

364

00:21:23,500 --> 00:21:26,500

But now, we're going to do it again.

365

00:21:26,500 --> 00:21:30,500

This time we're going to increase the population density even more.

366

00:21:30,500 --> 00:21:32,500

This time, Grant's going to go for it.

367

00:21:36,500 --> 00:21:42,500

Yep, the myth that you can't elude a legion of living dead is looking deceased.

368

00:21:43,500 --> 00:21:46,500

But there's one more host to offer the horde,

369

00:21:46,500 --> 00:21:50,500

and one variable to adjust, density.

370

00:21:50,500 --> 00:21:56,500

So what we're going to do next is increase that to 180,000 people per square mile,

371

00:21:56,500 --> 00:22:01,500

which is the most densely populated area in the world.

372

00:22:04,500 --> 00:22:06,500

And I'm up next.

373

00:22:12,500 --> 00:22:14,500

Hi everybody, this is Michael Rooker,

374

00:22:14,500 --> 00:22:18,500

and welcome back to the Myth Buster Zombie Special.

375

00:22:22,500 --> 00:22:24,500

I hate zombies.

376

00:22:24,500 --> 00:22:26,500

Well, he's come to the right place,

377

00:22:26,500 --> 00:22:32,500

because Adam and Jamie are testing the myth that when it comes to wasting walkers,

378

00:22:32,500 --> 00:22:34,500

Axe trumps gun.

379

00:22:34,500 --> 00:22:38,500

I have already confronted a zombie horde with an axe,

380

00:22:38,500 --> 00:22:42,500

and I was able to down 14 of their undead brethren before they got through my brains.

381

00:22:42,500 --> 00:22:47,500

Now, it's Jamie's turn to do the same with a gun and see if he can do any better.

382

00:22:47,500 --> 00:22:52,500

Despite looking good while warming up, Jamie isn't too confident.

383

00:22:52,500 --> 00:22:55,500

For this test, I'm going to be using a seven-shot pistol.

384

00:22:55,500 --> 00:22:58,500

Now, the big challenge here is going to be reloading,

385

00:22:58,500 --> 00:23:01,500

because while these zombies are moving kind of slow,

386

00:23:01,500 --> 00:23:04,500

they do have a way of sneaking up on you.

387

00:23:04,500 --> 00:23:06,500

And there's another issue.

388

00:23:06,500 --> 00:23:12,500

Swinging an axe is a lot easier than the pinpoint accuracy required for a zombie headshot.

389

00:23:12,500 --> 00:23:15,500

Jamie has his work cut out.

390

00:23:15,500 --> 00:23:17,500

Well, our zombies are all properly protected.

391

00:23:17,500 --> 00:23:19,500

You ready to shoot some in the face?

392

00:23:19,500 --> 00:23:21,500

Bring it on.

393

00:23:21,500 --> 00:23:24,500

Okay, good luck. I hope you get more than 14.

394

00:23:25,500 --> 00:23:27,500

It's time to find out.

395

00:23:30,500 --> 00:23:35,500

Jamie and his single-action handgun versus a legion of brain-eating zombies.

396

00:23:37,500 --> 00:23:43,500

And the legion of brain-eating zombies wins.

397

00:23:43,500 --> 00:23:44,500

No!

398

00:23:44,500 --> 00:23:46,500

Convincingly.

399

00:23:46,500 --> 00:23:48,500

So, Heinemann's score 25 seconds?

400

00:23:48,500 --> 00:23:49,500

Six zombies.

401

00:23:49,500 --> 00:23:51,500

Not a very good score.

402

00:23:51,500 --> 00:23:53,500

Sad.

403

00:23:53,500 --> 00:23:56,500

I would have thought I would have done better than that.

404

00:23:56,500 --> 00:23:59,500

I just got through one clip.

405

00:23:59,500 --> 00:24:01,500

That was really stunning to watch.

406

00:24:01,500 --> 00:24:05,500

I can tell you from experience, it's creepy to be in a game.

407

00:24:05,500 --> 00:24:08,500

It's creepy to be in there while everyone's shambling towards you.

408

00:24:08,500 --> 00:24:10,500

And he's doing this kind of looking back and forth.

409

00:24:10,500 --> 00:24:12,500

It's real tension.

410

00:24:12,500 --> 00:24:14,500

And then, all of a sudden, like four seconds later,

411

00:24:14,500 --> 00:24:16,500

the entire circle is full of zombies.

412

00:24:16,500 --> 00:24:18,500

And Heinemann went down.

413

00:24:18,500 --> 00:24:19,500

Now, he's going to go for a second run,

414

00:24:19,500 --> 00:24:21,500

and he's going to be a little more prepared for this one.

415

00:24:21,500 --> 00:24:23,500

I can't wait to see what he comes up with.

416

00:24:24,500 --> 00:24:29,500

What he comes up with are more guns, more ammo, and more style.

417

00:24:30,500 --> 00:24:32,500

This time, I'm loaded for bear.

418

00:24:32,500 --> 00:24:36,500

I've got two on the legs, two on the waist, two on the shoulders,

419

00:24:36,500 --> 00:24:38,500

one in the hand.

420

00:24:38,500 --> 00:24:41,500

I've got two bullets for every one of these hundred zombies.

421

00:24:41,500 --> 00:24:43,500

I'm ready as I'll ever be.

422

00:24:46,500 --> 00:24:48,500

Heinemann, are you...

423

00:24:48,500 --> 00:24:50,500

I can tell you're ready. Are you ready?

424

00:24:50,500 --> 00:24:51,500

I'm ready.

425

00:24:51,500 --> 00:24:53,500

Okay, here we go. Guns versus zombie.

426

00:24:53,500 --> 00:24:55,500

Three, two, one.

427

00:24:57,500 --> 00:25:00,500

This time, Jamie has a pump-action paintball rifle

428

00:25:00,500 --> 00:25:02,500

that he can reload much faster.

429

00:25:02,500 --> 00:25:05,500

And he starts well, working his way through the walkers

430

00:25:05,500 --> 00:25:08,500

much more efficiently than his first test.

431

00:25:09,500 --> 00:25:11,500

Six, seven, eight.

432

00:25:12,500 --> 00:25:14,500

But it's still not nearly quick enough.

433

00:25:19,500 --> 00:25:21,500

Oh, no. That's not good.

434

00:25:21,500 --> 00:25:23,500

I'm no extra. That looks really bad.

435

00:25:23,500 --> 00:25:24,500

Yeah.

436

00:25:24,500 --> 00:25:26,500

Once again, he's overwhelmed

437

00:25:26,500 --> 00:25:29,500

before he makes significant inroads into the undead.

438

00:25:30,500 --> 00:25:33,500

I was trying to build a wall of zombies around me

439

00:25:33,500 --> 00:25:35,500

so that I could keep these guys away from me,

440

00:25:35,500 --> 00:25:38,500

but I tripped on one and then I'm into the soup again.

441

00:25:38,500 --> 00:25:40,500

And I still only got up. What is this, eight?

442

00:25:40,500 --> 00:25:41,500

Yeah, eight.

443

00:25:41,500 --> 00:25:45,500

That's how many shots I can get off before they're on me.

444

00:25:45,500 --> 00:25:47,500

That's a result.

445

00:25:47,500 --> 00:25:49,500

And the result couldn't be clearer.

446

00:25:49,500 --> 00:25:52,500

Compared to a mobile axe-wielding atom,

447

00:25:52,500 --> 00:25:55,500

it takes Jamie too long to reload,

448

00:25:55,500 --> 00:25:59,500

steady, take aim, and take out the walkers.

449

00:25:59,500 --> 00:26:01,500

The numbers don't lie.

450

00:26:01,500 --> 00:26:03,500

So what do you think? What's the final tally?

451

00:26:03,500 --> 00:26:05,500

Well, my average was just over seven kills.

452

00:26:05,500 --> 00:26:07,500

Mine was 14 kills.

453

00:26:07,500 --> 00:26:08,500

Double.

454

00:26:08,500 --> 00:26:09,500

Double. Axe wins.

455

00:26:09,500 --> 00:26:11,500

At least with single action or pump shotgun.

456

00:26:11,500 --> 00:26:12,500

Sure.

457

00:26:12,500 --> 00:26:13,500

Well, that settles it.

458

00:26:13,500 --> 00:26:15,500

Yeah, axe wins.

459

00:26:15,500 --> 00:26:16,500

Bladed weapons rule.

460

00:26:16,500 --> 00:26:20,500

And with the axe confirmed as the apocalyptic weapon of choice,

461

00:26:20,500 --> 00:26:22,500

this is their reward for the hard work.

462

00:26:22,500 --> 00:26:25,500

Zombies, brains!

463

00:26:25,500 --> 00:26:27,500

It's chow time.

464

00:26:30,500 --> 00:26:32,500

Ah!

465

00:26:45,500 --> 00:26:51,500

Filmic folklore suggests that despite an average speed of just two miles an hour,

466

00:26:51,500 --> 00:26:54,500

the zombie horde always gets its prey.

467

00:26:55,500 --> 00:27:02,500

But with Carrie and Tori already successful in evading the zombie shuffle,

468

00:27:02,500 --> 00:27:06,500

it's Grant's turn to try and keep his brains intact.

469

00:27:06,500 --> 00:27:07,500

They look hungry.

470

00:27:07,500 --> 00:27:11,500

He's facing the highest population density on the planet,

471

00:27:11,500 --> 00:27:16,500

an incredible 180,000 people per square mile.

472

00:27:16,500 --> 00:27:20,500

It's the worst-case urban apocalypse scenario,

473

00:27:20,500 --> 00:27:23,500

and the last chance for the myth.

474

00:27:25,500 --> 00:27:30,500

But he just can't make it through.

475

00:27:30,500 --> 00:27:34,500

Ah! Ah! Go! Ah!

476

00:27:34,500 --> 00:27:37,500

One mistake, and he's down and sworn.

477

00:27:37,500 --> 00:27:39,500

There's too many!

478

00:27:42,500 --> 00:27:46,500

So Carrie succeeded in outrunning a horde that was the population density of Manhattan.

479

00:27:46,500 --> 00:27:52,500

Tori succeeded in a slightly higher population density of 135,000 people per square mile.

480

00:27:52,500 --> 00:27:57,500

Unfortunately, when we got that density up to 180,000 people per square mile,

481

00:27:57,500 --> 00:28:02,500

that's where it all fell apart, and I could not escape the horde.

482

00:28:02,500 --> 00:28:07,500

When the horde is in a tightly packed urban environment, it doesn't matter that they're slow.

483

00:28:07,500 --> 00:28:10,500

Ah! Ah! Ah!

484

00:28:10,500 --> 00:28:13,500

So with the myth back in the balance, what next?

485

00:28:13,500 --> 00:28:17,500

They might move slow, but if there's enough of them and there's no room to move,

486

00:28:17,500 --> 00:28:19,500

you're going to get caught.

487

00:28:19,500 --> 00:28:21,740

get caught, but we're not gonna end it here.

488

00:28:21,740 --> 00:28:23,980

We're gonna try to come up with other tactics

489

00:28:23,980 --> 00:28:26,020

to try to trick the zombie horde

490

00:28:26,020 --> 00:28:27,320

and see if we can escape.

491

00:28:28,880 --> 00:28:31,580

So day two of the dead dawns

492

00:28:31,580 --> 00:28:34,020

and the team once again rendezvous

493

00:28:34,020 --> 00:28:36,780

in an attempt to outrun the apocalypse.

494

00:28:36,780 --> 00:28:39,660

And this time they're each packing a plan.

495

00:28:39,660 --> 00:28:41,900

After all, when the end is nigh,

496

00:28:41,900 --> 00:28:44,620

a good survival strategy is essential.

497

00:28:45,820 --> 00:28:47,300

So we found that we were successful

498

00:28:47,300 --> 00:28:48,700

in getting through the zombie horde

499

00:28:48,700 --> 00:28:50,740

with our head on dodge weave technique,

500

00:28:50,740 --> 00:28:53,240

but only up to a certain point.

501

00:28:53,240 --> 00:28:55,780

So we've come up with some alternate techniques

502

00:28:55,780 --> 00:28:57,940

to try and escape the zombie horde.

503

00:28:57,940 --> 00:28:59,580

First up is Carrie Byron.

504

00:29:00,940 --> 00:29:02,820

With the horde once again dispersed

505

00:29:02,820 --> 00:29:05,260

at the maximum population density,

506

00:29:05,260 --> 00:29:08,360

it's time to reveal Carrie's diabolical plan.

507

00:29:09,720 --> 00:29:11,860

All right, Carrie, what's your technique, duct tape?

508

00:29:11,860 --> 00:29:14,000

How's that gonna save you from a zombie horde?

509

00:29:14,000 --> 00:29:16,100

I was thinking maybe like a limp or something.

510

00:29:16,100 --> 00:29:16,940

Oh, that's good.

511

00:29:16,940 --> 00:29:19,680

And I thought that this would be so much better.

512

00:29:19,680 --> 00:29:20,520

What the?

513

00:29:20,520 --> 00:29:23,380

Oh, ho, ho, ho, ho, ho, ho, ho, ho, ho, ho, ho, ho.

514

00:29:23,380 --> 00:29:25,380

Wait, what is this technique?

515

00:29:25,380 --> 00:29:26,720

No.

516

00:29:26,720 --> 00:29:29,720

There's a big zombie fish!

517

00:29:29,720 --> 00:29:30,720

Zombie fish!

518

00:29:30,720 --> 00:29:34,120

No, no, no, no, no!

519

00:29:34,120 --> 00:29:36,320

It's a classic bait and switch.

520

00:29:36,320 --> 00:29:38,960

The type of tactic Murrow might deploy

521

00:29:38,960 --> 00:29:42,200

with the horde distracted by a free meal on wheels.

522

00:29:43,200 --> 00:29:45,200

Carrie, you son of a...

523

00:29:45,300 --> 00:29:46,140

Ah!

524

00:29:47,560 --> 00:29:49,060

Carrie makes a run for it.

525

00:29:50,600 --> 00:29:53,600

And makes it to the end zone and freedom.

526

00:29:53,600 --> 00:29:54,940

Ah!

527

00:29:54,940 --> 00:29:56,280

I live!

528

00:29:56,280 --> 00:29:58,100

Ah!

529

00:29:58,100 --> 00:30:01,080

Her cynical use of collateral damage...

530

00:30:01,080 --> 00:30:02,080

Thanks a lot, Carrie.

531

00:30:02,080 --> 00:30:04,080

Way to throw me into the bus.

532

00:30:04,080 --> 00:30:05,980

...means she bought herself enough time

533

00:30:05,980 --> 00:30:07,620

to avoid being lobotomized.

534

00:30:07,620 --> 00:30:08,460

Ah!

535

00:30:08,460 --> 00:30:11,020

The rules of friendship...

536

00:30:11,020 --> 00:30:12,260

Do not apply.

537

00:30:12,260 --> 00:30:13,160

Ah!

538

00:30:13,180 --> 00:30:16,920

Yep, if you have an enemy or a coworker to sacrifice,

539

00:30:16,920 --> 00:30:19,220

escaping the horde may be possible.

540

00:30:19,220 --> 00:30:20,560

Ah!

541

00:30:20,560 --> 00:30:21,400

Ah!

542

00:30:21,400 --> 00:30:22,240

Ah!

543

00:30:24,740 --> 00:30:27,760

Up next, it's the might of the living dead.

544

00:30:29,500 --> 00:30:30,540

What's up next?

545

00:30:30,540 --> 00:30:32,240

Zombie teamwork.

546

00:30:32,240 --> 00:30:34,440

Zombies don't do teamwork, they're dead stupid.

547

00:30:34,440 --> 00:30:36,780

Right, zombies don't talk to each other to do teamwork,

548

00:30:36,780 --> 00:30:38,780

but they do all have a common instinct,

549

00:30:38,780 --> 00:30:40,520

and that means they often work together.

550

00:30:40,520 --> 00:30:41,880

You see it in zombie movies all the time.

551

00:30:41,900 --> 00:30:44,540

Our heroes are barricaded behind some kind of big door.

552

00:30:44,540 --> 00:30:46,980

The zombies know that there are brains behind that door,

553

00:30:46,980 --> 00:30:48,880

and they all gather, ah!

554

00:30:48,880 --> 00:30:49,880

Ah!

555

00:30:49,880 --> 00:30:50,880

And they're pushing at the door,

556

00:30:50,880 --> 00:30:51,880

and they're pushing at the door,

557

00:30:51,880 --> 00:30:53,620

and eventually through the force of all of their bodies,

558

00:30:53,620 --> 00:30:55,520

they break the door down.

559

00:30:55,520 --> 00:30:57,480

So what you're saying is sort of like,

560

00:30:57,480 --> 00:30:59,700

many dead hands make for light work.

561

00:30:59,700 --> 00:31:01,620

Many undead hands make for light work,

562

00:31:01,620 --> 00:31:03,600

and I think we should test that.

563

00:31:03,600 --> 00:31:04,800

Sure.

564

00:31:04,800 --> 00:31:07,560

It's a classic living dead cliché.

565

00:31:07,560 --> 00:31:09,740

Dinners on the far side of a door,

566

00:31:09,760 --> 00:31:12,960

a barrier hastily barred by the desperate living,

567

00:31:12,960 --> 00:31:16,440

and yet the uncoordinated efforts of a zombie horde

568

00:31:16,440 --> 00:31:20,240

somehow combine to successfully bust down the door.

569

00:31:20,240 --> 00:31:22,940

Question is, does a mob really rule,

570

00:31:22,940 --> 00:31:25,580

or is this physical force fiction?

571

00:31:27,180 --> 00:31:29,420

To find out, Adam and Jamie head

572

00:31:29,420 --> 00:31:31,780

for a suitably remote location

573

00:31:31,780 --> 00:31:34,360

to test humanity's last stand

574

00:31:34,360 --> 00:31:36,460

against the approaching apocalypse.

575

00:31:38,160 --> 00:31:39,600

Look at that.

576

00:31:39,620 --> 00:31:40,600

It's perfect.

577

00:31:40,600 --> 00:31:41,600

Let's get started.

578

00:31:42,600 --> 00:31:45,460

The barn I'm standing in front of is 153 years old.

579

00:31:45,460 --> 00:31:46,460

That's right.

580

00:31:46,460 --> 00:31:48,560

It was built when Jamie was but a wee lad,

581

00:31:48,560 --> 00:31:51,240

and this door is the line of engagement

582

00:31:51,240 --> 00:31:52,400

between us and the zombies.

583

00:31:52,400 --> 00:31:54,400

It's where we will have our last stand.

584

00:31:54,400 --> 00:31:55,740

There we go.

585

00:31:55,740 --> 00:31:56,740

Perfect.

586

00:31:56,740 --> 00:31:58,040

Now, we don't want to hurt any part

587

00:31:58,040 --> 00:31:59,620

of this beautiful artifact,

588

00:31:59,620 --> 00:32:01,520

so we're not actually going to use their door,

589

00:32:01,520 --> 00:32:02,680

and we're not even going to use their barn.

590

00:32:02,680 --> 00:32:04,280

We're going to be able to steal a frame

591

00:32:04,280 --> 00:32:05,560

within this door frame

592

00:32:05,560 --> 00:32:08,060

that we will attach our doors to

593

00:32:08,060 --> 00:32:09,380

for proper zombie testing.

594

00:32:11,780 --> 00:32:12,980

Stylish doors.

595

00:32:12,980 --> 00:32:14,220

They look great.

596

00:32:14,220 --> 00:32:16,160

Bring out your dead.

597

00:32:16,160 --> 00:32:19,700

Speaking of dead, Adam will be joining team Z,

598

00:32:19,700 --> 00:32:22,000

but he doesn't want to actually die.

599

00:32:22,000 --> 00:32:25,040

So in an experiment designed to test the forces

600

00:32:25,040 --> 00:32:29,100

of a crowd crushing up against a securely bolted door,

601

00:32:29,100 --> 00:32:32,240

serious safety measures are required.

602

00:32:32,240 --> 00:32:33,740

If you take 100 people and have them pushing

603

00:32:33,740 --> 00:32:35,740

against an immovable object,

604

00:32:35,740 --> 00:32:37,680

and if each one of them is able to exert

605

00:32:37,800 --> 00:32:39,800

something like 50 pounds of push,

606

00:32:39,800 --> 00:32:42,800

that totals about 5,000 pounds of pressure.

607

00:32:42,800 --> 00:32:44,340

So with that in mind,

608

00:32:44,340 --> 00:32:46,840

we've come up with this as a solution.

609

00:32:46,840 --> 00:32:47,680

Belly bump.

610

00:32:47,680 --> 00:32:48,520

Ugh.

611

00:32:50,380 --> 00:32:53,880

These are polyethylene corrugated sewer pipes.

612

00:32:53,880 --> 00:32:56,480

Now, you may recall seeing them first on Mythbusters

613

00:32:56,480 --> 00:33:00,320

in Raccoon Rocket, where we used them as cannon barrels.

614

00:33:00,320 --> 00:33:01,660

Oh my gosh.

615

00:33:02,520 --> 00:33:04,360

They're light and they're super strong,

616

00:33:04,360 --> 00:33:06,460

and they should do the trick.

617

00:33:06,460 --> 00:33:07,300

All right, here we go.

618

00:33:07,300 --> 00:33:11,620

Zombie preer pressure test in three, two, one, push.

619

00:33:11,620 --> 00:33:13,700

And do the trick they do.

620

00:33:13,700 --> 00:33:15,800

Just like their undead brethren,

621

00:33:15,800 --> 00:33:17,840

the volunteers feel no pain

622

00:33:17,840 --> 00:33:19,840

while shoving as hard as they can.

623

00:33:21,020 --> 00:33:22,620

Like I can't move,

624

00:33:22,620 --> 00:33:24,320

but there's absolutely no movement

625

00:33:24,320 --> 00:33:25,580

in the chest protector at all.

626

00:33:25,580 --> 00:33:28,340

These irrigation pipe sections worked perfectly

627

00:33:28,340 --> 00:33:29,840

in this experiment we just did.

628

00:33:29,840 --> 00:33:32,740

Our zombies will be able to apply all the force

629

00:33:32,740 --> 00:33:34,380

of a full crowd of zombies

630

00:33:34,380 --> 00:33:35,900

without hurting the creamy centers

631

00:33:35,900 --> 00:33:38,020

of any of the humans playing those zombies.

632

00:33:38,020 --> 00:33:39,380

These are working great.

633

00:33:39,380 --> 00:33:41,060

Yeah, they're perfect.

634

00:33:41,060 --> 00:33:42,900

With the crush protectors in place,

635

00:33:42,900 --> 00:33:45,900

Jamie lets the locals know where the food is.

636

00:33:45,900 --> 00:33:47,860

I've laid out the banquet.

637

00:33:47,860 --> 00:33:49,180

Now it's time for zombies.

638

00:33:50,100 --> 00:33:52,700

Meanwhile, Adam's been bitten and turned,

639

00:33:52,700 --> 00:33:55,620

or he's had an extreme undead makeover.

640

00:33:57,220 --> 00:33:59,660

And Jamie's getting into character.

641

00:33:59,660 --> 00:34:02,100

You're gonna keep zombies out, you gotta have a door.

642

00:34:02,100 --> 00:34:03,380

Problem with a door like this one

643

00:34:03,380 --> 00:34:05,060

is there are gaps between the slats,

644

00:34:05,060 --> 00:34:07,220

and the zombies can stick their fingers through them.

645

00:34:07,220 --> 00:34:10,100

So you can hack them off one end like that.

646

00:34:10,100 --> 00:34:11,860

They don't like that.

647

00:34:11,860 --> 00:34:14,100

What they do like are brains,

648

00:34:14,100 --> 00:34:16,100

juicy Jamie brains.

649

00:34:16,100 --> 00:34:16,940

Oh!

650

00:34:18,340 --> 00:34:19,660

Ah!

651

00:34:19,660 --> 00:34:20,900

Oh!

652

00:34:20,900 --> 00:34:23,500

Question is, can they break down the door

653

00:34:23,500 --> 00:34:24,340

to get to them?

654

00:34:24,340 --> 00:34:25,680

Ah!

655

00:34:25,680 --> 00:34:26,520

Ah!

656

00:34:28,300 --> 00:34:29,620

Ah!

657

00:34:29,620 --> 00:34:30,460

Ah!

658

00:34:32,620 --> 00:34:33,620

Hello?

659

00:34:33,620 --> 00:34:34,980

I'm a zombie.

660

00:34:34,980 --> 00:34:38,180

And inside this building, apparently are some brains.

661

00:34:38,180 --> 00:34:40,620

In a few minutes, some zombie chaps and I,

662

00:34:40,620 --> 00:34:42,220

about 90 of them,

663

00:34:42,220 --> 00:34:44,260

are going to make our way towards this door

664

00:34:44,260 --> 00:34:45,500

and attempt to push through it

665

00:34:45,500 --> 00:34:48,140

using only the power of our own bodies.

666

00:34:48,140 --> 00:34:48,980

Ah!

667

00:34:50,980 --> 00:34:51,820

Ah!

668

00:34:55,900 --> 00:34:59,060

I personally believe we're going to down this door

669

00:34:59,060 --> 00:35:00,460

like a set of matchsticks.

670

00:35:00,460 --> 00:35:03,420

Whatever's inside, that's dinner.

671

00:35:04,260 --> 00:35:07,500

Joining Jamie for the Z Day Door Duel,

672

00:35:07,500 --> 00:35:08,780

I hate zombies,

673

00:35:08,780 --> 00:35:10,500

is Michael Rooker.

674

00:35:10,500 --> 00:35:12,940

Come on, you want some of this?

675

00:35:12,940 --> 00:35:14,260

Come and get it!

676

00:35:15,180 --> 00:35:18,460

Who seems to have reverted to his walking dead character,

677

00:35:18,460 --> 00:35:19,700

Merle Dixon.

678

00:35:19,700 --> 00:35:22,340

Come on, come on!

679

00:35:22,340 --> 00:35:24,140

Ha ha ha ha ha!

680

00:35:24,140 --> 00:35:24,980

This is it.

681

00:35:24,980 --> 00:35:28,460

Will the individual's random 50 pound push force

682

00:35:28,460 --> 00:35:32,180

somehow combine at a coordinated point of pressure?

683

00:35:32,180 --> 00:35:36,260

And will that be enough to break the barn door cross brace?

684

00:35:36,260 --> 00:35:38,220

Maybe we better back up a little bit.

685

00:35:38,220 --> 00:35:39,180

I think I'll get out of here.

686

00:35:39,180 --> 00:35:40,020

Ah ha!

687

00:35:40,020 --> 00:35:41,340

Ha ha ha ha!

688

00:35:41,340 --> 00:35:42,180

Ah!

689

00:35:42,180 --> 00:35:43,020

Ah!

690

00:35:43,020 --> 00:35:43,860

Ah!

691

00:35:43,860 --> 00:35:44,700

Ah!

692

00:35:44,700 --> 00:35:45,700

Ha ha ha ha!

693

00:35:45,700 --> 00:35:46,780

Ah!

694

00:35:46,780 --> 00:35:48,340

That was a nice one!

695

00:35:48,340 --> 00:35:50,220

It was a nice one!

696

00:35:50,220 --> 00:35:52,180

What do we do now, Jamie?

697

00:35:52,180 --> 00:35:53,380

Ha ha ha ha!

698

00:35:53,380 --> 00:35:55,420

I never even slowed down.

699

00:35:55,420 --> 00:35:57,140

You're going to meet a stronger door.

700

00:35:57,140 --> 00:35:58,660

Is everybody okay?

701

00:35:58,660 --> 00:35:59,500

Yeah!

702

00:36:00,340 --> 00:36:02,460

The door came right apart.

703

00:36:02,460 --> 00:36:04,340

It just pulled one of the planks up.

704

00:36:04,340 --> 00:36:06,500

From the inside, it was pretty impressive.

705

00:36:06,500 --> 00:36:10,500

That was a mass of bodies that just came right in like a column.

706

00:36:10,500 --> 00:36:12,500

They didn't even slow down.

707

00:36:12,500 --> 00:36:14,500

Told you I hated zombies.

708

00:36:14,500 --> 00:36:15,500

Went right through that door.

709

00:36:15,500 --> 00:36:17,500

No effort at all.

710

00:36:17,500 --> 00:36:21,500

Yep, like a hot knife through soft, buttery brains,

711

00:36:21,500 --> 00:36:25,500

they broke down the barn door without breaking stride.

712

00:36:25,500 --> 00:36:28,500

Being on the zombie side of the equation for this experiment,

713

00:36:28,500 --> 00:36:29,500

fantastic.

714

00:36:29,500 --> 00:36:31,500

Because I'm choosing a side in this battle,

715

00:36:31,500 --> 00:36:33,500

but it's not with the living.

716

00:36:33,500 --> 00:36:37,500

I reached that door with my zombie brethren behind me,

717

00:36:37,500 --> 00:36:40,500

and I don't think I actually even broke stride.

718

00:36:40,500 --> 00:36:42,500

I touched the door, zombies touched me,

719

00:36:42,500 --> 00:36:45,500

and we were through and we were heading for Jamie.

720

00:36:45,500 --> 00:36:46,500

That was stunning.

721

00:36:46,500 --> 00:36:49,500

Can't wait to see what a stronger door gives us

722

00:36:49,500 --> 00:36:51,500

in terms of a challenge.

723

00:36:51,500 --> 00:36:58,500

With a mixed body bag of results,

724

00:36:58,500 --> 00:37:03,500

the myth that outrunning rather than outgunning a zombie horde

725

00:37:03,500 --> 00:37:05,500

is up for grabs.

726

00:37:05,500 --> 00:37:07,500

Zombie man!

727

00:37:07,500 --> 00:37:09,500

Carrie managed to distract with a decoy,

728

00:37:09,500 --> 00:37:11,500

but up next is Grant.

729

00:37:11,500 --> 00:37:14,500

And as you might expect, he came prepared.

730

00:37:14,500 --> 00:37:16,500

Are you going to be inside this?

731

00:37:16,500 --> 00:37:18,500

No, my double will.

732

00:37:18,500 --> 00:37:20,500

As far as he's concerned,

733

00:37:20,500 --> 00:37:22,500

when it comes to evading the apocalypse,

734

00:37:22,500 --> 00:37:25,500

robots are the answer.

735

00:37:25,500 --> 00:37:28,500

So this is my zombie distraction technique.

736

00:37:28,500 --> 00:37:30,500

Now, yes, it's going to employ distraction just like the others,

737

00:37:30,500 --> 00:37:32,500

but it's a little bit different.

738

00:37:32,500 --> 00:37:35,500

This is a robot that has light and sound,

739

00:37:35,500 --> 00:37:39,500

and it's going to have a mannequin that looks like me.

740

00:37:39,500 --> 00:37:44,500

So, Grant has a very complex strategy here.

741

00:37:44,500 --> 00:37:46,500

When I'm ready to deploy,

742

00:37:46,500 --> 00:37:49,500

I'll turn on the lights, turn on the sound.

743

00:37:49,500 --> 00:37:51,500

It's going to scream just like me.

744

00:37:51,500 --> 00:37:53,500

It's going to look just like me,

745

00:37:53,500 --> 00:37:55,500

and it's going to draw all the zombies over there

746

00:37:55,500 --> 00:37:57,500

and outrun the other one.

747

00:37:57,500 --> 00:38:02,500

Hello, zombies! Here I am!

748

00:38:02,500 --> 00:38:04,500

Come and get me!

749

00:38:04,500 --> 00:38:07,500

My brain is juicy and delicious.

750

00:38:07,500 --> 00:38:09,500

That is working really, really well.

751

00:38:09,500 --> 00:38:13,500

Look at that. They're all going towards the robot.

752

00:38:13,500 --> 00:38:15,500

It's working!

753

00:38:15,500 --> 00:38:17,500

And Grant plays it perfectly,

754

00:38:17,500 --> 00:38:21,500

waiting until all the zombies within hearing distance are sucked in.

755

00:38:21,500 --> 00:38:23,500

And delicious!

756

00:38:23,500 --> 00:38:25,500

Come and get me!

757

00:38:25,500 --> 00:38:27,500

So that when he finally makes a run for it,

758

00:38:27,500 --> 00:38:29,500

he has a clear path to freedom.

759

00:38:29,500 --> 00:38:33,500

Yeah!

760

00:38:33,500 --> 00:38:35,500

I made it!

761

00:38:37,500 --> 00:38:40,500

First day, Grant didn't quite make it,

762

00:38:40,500 --> 00:38:44,500

so he had more motivation than any of us to make this distraction work.

763

00:38:44,500 --> 00:38:47,500

And it worked really, really well.

764

00:38:47,500 --> 00:38:50,500

My brain is juicy and delicious.

765

00:38:50,500 --> 00:38:52,500

Come and get me!

766

00:38:52,500 --> 00:38:54,500

He did it Grant-style.

767

00:38:54,500 --> 00:38:57,500

He pulled out a robot with lights and noise and yelling.

768

00:38:57,500 --> 00:39:00,500

All the zombies hoarded in on it,

769

00:39:00,500 --> 00:39:03,500

and Grant could sneak around the side and get to freedom.

770

00:39:03,500 --> 00:39:05,500

Yeah!

771

00:39:05,500 --> 00:39:07,500

I made it!

772

00:39:07,500 --> 00:39:08,500

I got to give it to him.

773

00:39:08,500 --> 00:39:10,500

I might put robot Smaia zombie kit,

774

00:39:10,500 --> 00:39:13,500

because right now all I've got is duct tape and a machete.

775

00:39:14,500 --> 00:39:17,500

So it's Tori's turn.

776

00:39:17,500 --> 00:39:20,500

And back when he visited Greg Nicotiro,

777

00:39:20,500 --> 00:39:23,500

he had a zombie makeover master class.

778

00:39:23,500 --> 00:39:25,500

Looks like you're done.

779

00:39:25,500 --> 00:39:30,500

That gave him the idea for his deceitful distraction technique.

780

00:39:33,500 --> 00:39:36,500

Let's see if I can blend in with them.

781

00:39:36,500 --> 00:39:40,500

Yep, Tori is attempting to hide in plain sight.

782

00:39:40,500 --> 00:39:44,500

Before the zombies dispersed, he hid in one of the car wrecks.

783

00:39:48,500 --> 00:39:50,500

Now he has to get back to the start line

784

00:39:50,500 --> 00:39:53,500

before completing his lap of the field.

785

00:39:55,500 --> 00:39:59,500

Will the volunteers recognize the human dressed as a zombie?

786

00:39:59,500 --> 00:40:02,500

Will his bloody decomposing disguise

787

00:40:02,500 --> 00:40:05,500

stand in the way of the zombie?

788

00:40:06,500 --> 00:40:08,500

Will he stand up to scrutiny?

789

00:40:08,500 --> 00:40:10,500

Tori's made it all the way here.

790

00:40:10,500 --> 00:40:11,500

What?

791

00:40:11,500 --> 00:40:14,500

He's made it all the way here, and he's heading back.

792

00:40:16,500 --> 00:40:19,500

But halfway to the finish line,

793

00:40:25,500 --> 00:40:27,500

he's discovered.

794

00:40:37,500 --> 00:40:39,500

Not again!

795

00:40:42,500 --> 00:40:45,500

Back! Back! Back! Back! Back!

796

00:40:45,500 --> 00:40:47,500

Fire! Fire!

797

00:40:48,500 --> 00:40:50,500

Oh, my God!

798

00:40:52,500 --> 00:40:54,500

Well, it kind of worked at first.

799

00:40:54,500 --> 00:40:56,500

I was able to sneak through the horde,

800

00:40:56,500 --> 00:40:59,500

but then at one point, a zombie recognized me,

801

00:40:59,500 --> 00:41:02,500

and then it was all over. They were all onto me.

802

00:41:02,500 --> 00:41:04,500

But it doesn't matter, because as long as one of us

803

00:41:04,500 --> 00:41:06,500

made it through in one experiment,

804

00:41:06,500 --> 00:41:08,500

that means it works, and it's busted.

805

00:41:08,500 --> 00:41:10,500

That's right. Distraction is a technique

806

00:41:10,500 --> 00:41:13,500

that allows you to escape the horde.

807

00:41:13,500 --> 00:41:15,500

This myth is busted.

808

00:41:15,500 --> 00:41:17,500

Totally busted.

809

00:41:22,500 --> 00:41:25,500

Busted, and you could say the team is, uh,

810

00:41:25,500 --> 00:41:27,500

thrilled with the result.

811

00:41:27,500 --> 00:41:30,500

When I first heard that we were going to test zombie myths,

812

00:41:30,500 --> 00:41:33,500

I had two reactions. One was, oh, my God, this is the best day ever.

813

00:41:33,500 --> 00:41:35,500

But then my next reaction was,

814

00:41:35,500 --> 00:41:38,500

how are we going to test this scientifically?

815

00:41:38,500 --> 00:41:41,500

But we actually came away with some results.

816

00:41:41,500 --> 00:41:44,500

Now, it was difficult, and the more condensed they got,

817

00:41:44,500 --> 00:41:47,500

the harder it became, until the point where it was impossible.

818

00:41:47,500 --> 00:41:51,500

However, Grant did figure out a way to distract the horde

819

00:41:51,500 --> 00:41:54,500

in order to escape. So, it's busted.

820

00:41:54,500 --> 00:41:57,500

This is the most fun I've had so long.

821

00:42:04,500 --> 00:42:08,500

Is it true that a mass of zombies

822

00:42:08,500 --> 00:42:12,500

can combine their push pressure into a door-busting force?

823

00:42:12,500 --> 00:42:14,500

Jamie, Merle...

824

00:42:14,500 --> 00:42:16,500

Come on, you want something this?

825

00:42:16,500 --> 00:42:19,500

And savage head of the undead, Adam,

826

00:42:19,500 --> 00:42:22,500

are attempting to find out.

827

00:42:22,500 --> 00:42:24,500

So far, unlike the door...

828

00:42:27,500 --> 00:42:30,500

this movie myth is bearing up.

829

00:42:30,500 --> 00:42:32,500

Jamie, don't get off!

830

00:42:33,500 --> 00:42:36,500

But our human survivors aren't going down without a fight.

831

00:42:36,500 --> 00:42:40,500

Suppose their hideout wasn't such a rickety old barn.

832

00:42:40,500 --> 00:42:43,500

So, Jamie, what do you think about this new door?

833

00:42:43,500 --> 00:42:45,500

Well, it's a lot tougher than the last one.

834

00:42:45,500 --> 00:42:47,500

This is a proper gate.

835

00:42:47,500 --> 00:42:50,500

It's got carriage blocks at the corners of all the main structural numbers.

836

00:42:50,500 --> 00:42:53,500

Something's going to have to snap for them to make it through that.

837

00:42:53,500 --> 00:42:55,500

Well, that should give them something to think about, huh?

838

00:42:55,500 --> 00:42:56,500

Yeah.

839

00:42:56,500 --> 00:42:58,500

If they think.

840

00:42:59,500 --> 00:43:02,500

My zombie horde and I are now going to attempt to breach this barn,

841

00:43:02,500 --> 00:43:05,500

except that its doors are new and improved.

842

00:43:05,500 --> 00:43:07,500

They're made of thicker wood, which is bolted together,

843

00:43:07,500 --> 00:43:09,500

and more powerful hinge points.

844

00:43:09,500 --> 00:43:12,500

I still think we're going to go through it like a mad stick.

845

00:43:15,500 --> 00:43:19,500

A crucial element of the myth is that zombies can't coordinate their push.

846

00:43:19,500 --> 00:43:23,500

They're simply straining to find food en masse.

847

00:43:23,500 --> 00:43:27,500

But for safety purposes, some ground rules need to be established.

848

00:43:28,500 --> 00:43:30,500

Okay, Adam.

849

00:43:33,500 --> 00:43:35,500

What a sight.

850

00:43:35,500 --> 00:43:38,500

Our methodology for test two is actually going to be slightly different than test one.

851

00:43:38,500 --> 00:43:42,500

Test two, Jamie and I have concerns that the doors might give way in unexpected ways

852

00:43:42,500 --> 00:43:45,500

that could be dangerous to me and our zombie volunteers.

853

00:43:45,500 --> 00:43:48,500

So, what's going to happen this time is when I get up to the door,

854

00:43:48,500 --> 00:43:53,500

I'm going to stop everyone, and we are going to slowly increase the pressure on the door.

855

00:43:53,500 --> 00:43:58,500

That way, we should be able to see if anything's going awry or not going the way we wanted to.

856

00:43:59,500 --> 00:44:01,500

We're coming for you old man.

857

00:44:03,500 --> 00:44:06,500

Here we go, three, two, one, push!

858

00:44:15,500 --> 00:44:19,500

Yep, the new and improved door isn't nearly strong enough.

859

00:44:19,500 --> 00:44:22,500

Oh, zombies, we made it!

860

00:44:29,500 --> 00:44:36,500

Not quite, because Jamie has something up his sleeve that's make or break for this myth, literally.

861

00:44:36,500 --> 00:44:39,500

So, here's the scenario. You've got a hundred hungry zombies after you.

862

00:44:39,500 --> 00:44:47,500

You've got a barn to hide in, and we've already shown that that many zombies can exert an enormous amount of pressure on something they push against.

863

00:44:47,500 --> 00:44:53,500

So, what are you going to do? What they do in the movies is they grab every spare piece of lumber they can find,

864

00:44:53,500 --> 00:44:56,500

and they nail it all over the doors and windows.

865

00:44:57,500 --> 00:44:59,500

I don't trust those hinges.

866

00:44:59,500 --> 00:45:04,500

That's what I'm going to do. We've already built a sturdy gate, but it's not quite sturdy enough,

867

00:45:04,500 --> 00:45:10,500

so I'm just going to nail the crap out of it, and we'll see whether I can hold them off that way.

868

00:45:13,500 --> 00:45:15,500

Let them sink their teeth into that.

869

00:45:15,500 --> 00:45:18,500

This is the part of the episode where things get exciting.

870

00:45:18,500 --> 00:45:19,500

Are you ready?

871

00:45:19,500 --> 00:45:20,500

Do your worst.

872

00:45:22,500 --> 00:45:24,500

I'm coming back with friends.

873

00:45:24,500 --> 00:45:31,500

We did some door reinforcement, and now, as to whether or not we will be able to make it through this door with our collective amount of force,

874

00:45:31,500 --> 00:45:33,500

I have no idea.

875

00:45:34,500 --> 00:45:36,500

Ah!

876

00:45:42,500 --> 00:45:48,500

I'm actually really curious about how good Jamie's reinforcements are and how much power we can bring to bear.

877

00:45:50,500 --> 00:45:52,500

This is awesome.

878

00:45:54,500 --> 00:45:58,500

Ready? On the count of three. One, two, three.

879

00:45:58,500 --> 00:46:03,500

Oh! I heard some cracking. Hold on. We're going to try that one more time the same thing again.

880

00:46:03,500 --> 00:46:05,500

One, two, three. Oh!

881

00:46:07,500 --> 00:46:11,500

One more time. I think we'll go through this door. You are meat hiding, man.

882

00:46:12,500 --> 00:46:13,500

Hold on.

883

00:46:14,500 --> 00:46:16,500

Three, two, one, go!

884

00:46:17,500 --> 00:46:18,500

One, go!

885

00:46:19,500 --> 00:46:21,500

Oh! It's repelled us.

886

00:46:21,500 --> 00:46:23,500

And that's bad news for the myth.

887

00:46:23,500 --> 00:46:30,500

Unlike the movies, despite all the creaking and cracking, Jamie's barn door defenses are holding.

888

00:46:30,500 --> 00:46:32,500

We're coming for you, old man.

889

00:46:32,500 --> 00:46:36,500

But if there's one thing zombies have got, it's persistence.

890

00:46:36,500 --> 00:46:38,500

There's brains in there!

891

00:46:40,500 --> 00:46:42,500

Three, two, one, go!

892

00:46:48,500 --> 00:46:50,500

Huff and puff they might.

893

00:46:53,500 --> 00:46:55,500

Yes, yes, yes, first!

894

00:46:56,500 --> 00:46:58,500

But the door remains tight.

895

00:47:02,500 --> 00:47:04,500

And Jamie does his victory dance.

896

00:47:13,500 --> 00:47:15,500

Never going to happen.

897

00:47:15,500 --> 00:47:20,500

Zombies give up, Jamie. We give up. Zombies, let's go home.

898

00:47:21,500 --> 00:47:28,500

The zombies give up. Jamie's defenses held up and our Victor lives to fight the living dead another day.

899

00:47:29,500 --> 00:47:37,500

The door was actually really frightening me. It was bowing quite severely and we had screws pop out.

900

00:47:37,500 --> 00:47:41,500

The hinges themselves are starting to curl and come inward.

901

00:47:41,500 --> 00:47:43,500

Three, two, one, go!

902

00:47:43,500 --> 00:47:47,500

But despite being compromised, it was never breached.

903

00:47:47,500 --> 00:47:54,500

I have to tell you, having been right there at the center of all the action, there was a couple of times I thought it was going to give way.

904

00:47:54,500 --> 00:48:04,500

But there was enough pieces of wood that even with the cracking and the splitting and the bending and the unrolling, I could still tell that we could have batted on that all day long we weren't going to make it through.

905

00:48:04,500 --> 00:48:07,500

So where do we stand on the collective power of zombies?

906

00:48:07,500 --> 00:48:11,500

Well, it does add up if you have enough of them, but it's not limitless.

907

00:48:11,500 --> 00:48:12,500

No, it's not.

908

00:48:12,500 --> 00:48:21,500

Yep, and with a myth that zombie power can always pop your hastily reinforced portal, well and truly busted, the day of the dead is done.

909

00:48:21,500 --> 00:48:22,500

You know what I'm really glad about?

910

00:48:22,500 --> 00:48:23,500

What's that?

911

00:48:23,500 --> 00:48:26,500

That zombies don't exist. What do you mean?