

## Zombie Trap

Last Updated Wednesday, 15 January 2014 13:50

---



### Parts:

- (10) 4x8 sheets of plywood
- (8) 1x2 studs
- (4) 4x4 studs
- (4) 2x4 studs
- (6) 3/4" PVC pipes
- (4) hinges
- (2) latches
- Screws
- Stretchy black cloth
- Black paint
- Zombies

### Description:

**The Scene-** The unsuspecting victims wander into a 12 foot by 12 foot room with decorative panel walls and a gate at the far end. As soon as they enter, the rear gate slams shut trapping them inside. Suddenly zombies start passing through the very walls themselves reaching out for their next snack. Then just as it seems too late, the gate at the far end swings open and the group escapes.

**Layout-** In order to build this room, you will have to construct a box out of the plywood. Cut a 2 foot by 6 foot hole in each sheet of plywood (Sheetrock could work as well, but it won't be as strong) evenly spaced in the middle. Use the 4x4 studs in the corners and the 2x4 studs to attach the boards in the middle part. Then construct a frame from the 1x2's that is 4' by 8' with

two evenly spaces 4' section in the middle. Next drill (5) 5/8" holes 8" apart through the whole thing vertically and slip in the PVC pipe. After assembly, paint all the walls a dark color that matches the cloth, and the bars either a metal color, or black. Now space the two sections of the room 44 inches apart at the opening where the gates will go, so the overall dimensions are 12'-0"x11'-8". Then attach the gates 2" in from the edge of the board with two hinges per gate. Staple cloth over the wholes with a seam in the middle vertically, and make sure you overlap the cloth by about 2 to 3 inches. It should be attached to the back side of the boards, covering the 2'x6' holes in each board.

When the zombies pass through the cloth, they will separate it, and push their way through. The cloth will form around the zombie actor and once he/she passes through, the cloth will cover the entry way.

**Actors-** This room will require several actors. They could be dressed as zombies, ghosts, etc. It doesn't really matter what they are, but it makes more sense if they are something that can pass through walls like ghosts.

**Lighting-** This room should be light from the center by a hanging light, or some sort of even lighting so no shadows are created where the cloth seems are.

**Sound-** There really isn't any need for sound in this room, but some.

//