

****Dj Clayface's Ultimate Dead Rising Infinite Mode Survival Guide for getting 17 Days 7 Hours****

This is a Master Level Guide. I do not recommend you try this until you have at least gotten more than 7 Day Survivor because the hardest part of this event is surviving the boredom that follows Day 8

****Before you start a 17 Day run you'll need a few things****

1. Lv50 Frank, you need all his health blocks, item slots and the ability to Zombie Walk
2. The Real Mega Buster, helps with Psycho fights (Unlocked by getting Zombie Genocider)
3. The Real Laser Sword, makes Larry's first encounter and some other stuff real easy (Unlocked by getting 5 Day Survivor)
4. A complete understanding of the Mall's layout and how to get around
5. A stopwatch, a real one or the app on your phone
6. A Magnifying Glass, which will make tick full healing easier to see (this is explained later in the guide)
and finally...
7. Some patience, or something else to do while you wait for Franks health to go down, it takes 20 real minutes for Frank to die from full health, so set your timer for 19mins and go do something else

****Just so you know****

17 Days takes 34hrs real time, on PS4 and Xbox One you can use the feature "Rest Mode" to set the console into a low powered state and continue the run at another time, this will not close the game. There's no rest mode on 360, good luck not getting the red ring of death.

Here's a playlist of my video guide [17 Days 7 Hours Video Guide Playlist](#) it follows most of the written guide below but doesn't show some of the advanced strats like Brad First Entry

If you have more questions you can join the 17day discord: <https://discord.gg/bj6JaKY>

DAY 1

Real MegaBuster(RMB) and Real Lightsaber(RLS) - (Security Room)

Health Book 2(H2) - (Entrance Plaza: The Sinister Read)

Otis: Raw Meat - (Rooftop)

Susan: Cookies - (Warehouse)

Paul1: Steak, Oj, Squash - (Entrance Plaza: Near Outta Sight)

Health Book 1(H1) - (WonderLand Plaza: Sir-Book-A-Lot)

SMG Carlito: Steak, Yogurt, Snack - (Food Court)

Survival Book - (North Plaza: Empty Store next to Crislips)

Eat Squash to make room in your inventory

Leisure Parking Lot, Use Red Car to run over the Halls

Hall Family: 3xPizza, 3xOranges, 3xCookies - (Leisure Park)

Camp and Eat: Snack(3:00am), all Cookies(6:00am), all Oranges(12:00pm), Yogurt(2:00pm)

Larry1: Spitfire, Yogurt, Orange - (Meat Processing Area)

How to Fight Larry1 - [Video Clip](#)

Camp and Eat: Yogurt(4:00pm) Orange(6:00pm), OJ(10:00pm), Pizza(2:00am)

DAY 2

Adam1: Untouchable, Pizza, Japanese Radish - (WonderLand Plaza)

Camp and Eat: Japanese Radish(3:00am)

Mindy: Orange - (Rooftop)

Drop H2 and the RMB, head to Security Room, pick up a new RMB

Sniper Carlito: Steak, Corn, Snack - (Entrance Plaza: Near Outta Sight)

Pick up H2 in the Sinister Read

Camp and Eat: Corn(4:00am), Snack(5:00am), Orange(7:00am), Pizza(11:00am)

Drop RMB, head to Security Room

((Time Bonus)) Lindsay: Uncooked Pizza (6 blocks with all books) - (Helipad) (spawns at 7am)

Isabella1: Energizer, Milk, Cookies - (Al Fresca Plaza)

Camp and Eat: Cookies(12:00pm), Milk(4:00pm), Pizza(8:00pm)

((Time Bonus)) Rich: Milk - (Food Court)

Cliff1: Randomizer, Baguette, Cabbage - (North Plaza: Crislip's)

How to fight Cliff1 and 2 - [Video Clip](#)

Camp and Eat: Cabbage(9:00pm), Baguette(10:00pm), Pizza(2:00am)

DAY 3

Jo: Zombait, Melon, Lettuce - (Rooftop)

Camp and Eat: Lettuce(3:00am), Melon(5:00am), Zombait(9:00am)

Drop RMB, head to Security Room for new RMB

((Time Bonus)) Greg: Grapefruit - (Security Room)

((Time Bonus)) Beth: Japanese Radish - (Warehouse)

Kent: Steak, Coffee Creamer, Pie - (Paradise Plaza: Near TuneMakers)

Camp and Eat: Pie(10:00am), Coffee Creamer(2:00pm), Steak(6:00pm)

Drop H2

Gil: Wine - (Entrance Plaza: Men's Storehouse)

Head for Sinister Read for H2, drop RMB, head for Security Room

Camp and Drink Wine: Wine(10:00pm)

Sean: Quickstep, Cheese, Corn - (WonderLand Plaza: Near Food Court Entrance)

Camp and Eat: Corn(11:00pm), Cheese(1:00am), Steak(5:00am)

DAY 4

Cletus: Steak, Wine, Grapefruit - (North Plaza: Huntin' Shack)

How to fight Cletus1 and 2 - [Video Clip](#)

Camp and Eat: Grapefruit(7:00am), Wine(11:00am), Steak(3:00pm)

((Time Bonus)) Ross: Oj - (Paradise Plaza: TuneMakers)

Steven: Nectar, Milk, Zucchini - (Food Court)

Don't bother with the Zucchini, if you wait all 3 blocks to eat it you'll leave food court at midnight which is bad because TruckLito despawns at midnight, so it's a time bonus

((Time Bonus)) Steven: Zucchini

Camp and Eat: Milk(7:00pm), Steak(11:00pm)

((Time Bonus)) Kay: Corn - (Warehouse)

Truck Carlito: Steak, Cabbage, Snack - (Maintenance Tunnels)

Camp and Eat: Snack(12:00am), Cabbage(1:00am), Steak(5:00am)

DAY 5

Todd: Thawed Veggies - (Helipad)

Camp and Eat: Thawed Veggies(6:00am)

Simone: Milk - (Entrance Plaza: Jamming Juvenile)

Camp and Drink: Milk(10:00am)

Chris: Melon - (Security Room)

Camp and Eat: Melon(12:00pm), Steak(4:00pm),

Drink Nectar at 7:00pm

Zombie Barnaby: Apple, Spoiled Meat, Rotten Pizza - (North Plaza: Crislip's)

Kill him, drop Survival Book, pick up his food and leave for the Survival Book room

Brett: Pizza - (North Plaza: Near Huntin' Shack), take his Pizza

Pick up the Survival Book

Camp and Eat: Spoiled Meat(8:00pm), Rotten Pizza(9:00pm), Apple(11:00pm)

Lily: Melon - (Paradise Plaza: Tucci's of Rome)

Camp and Eat: Melon(1:00am)

DAY 6

Kent2: Steak, Coffee Creamer, Pie - (Warehouse)

How to fight Kent2 - [Video Clip](#)

Camp and Eat: Pie(2:00am), Coffee Creamer(6:00am)

Head to Security Room for New RMB, Hurry to WonderLand, Jo2 despawns in 5mins

Jo2: Zombait, Melon, Lettuce - (Wonderland Plaza: Lovely Fashion House)

Camp and Eat: Lettuce(7:00am), Melon(9:00am), Pizza(1:00pm)

Eat a Steak at 4:00pm

Larry2: Spitfire, Yogurt, Orange - (North Plaza: Near Isabella 72hr Room)

Camp and Eat: Orange(6:00pm), Yogurt(8:00pm)

Leave and re-enter North Plaza

Cletus2: Steak, Wine, Grapefruit - (North Plaza: Huntin' Shack)

Camp and Eat: Grapefruit(10:00pm), Wine(2:00am) Steak(6:00am)

DAY 7

Sean2: QuickStep, Cheese, Corn - (Paradise Plaza: Colby's MovieLand Theater 4)

Camp and Eat: Corn(7:00am), Cheese(9:00am)

Drop H2 and head to Security Room for New RMB

Sophie will be in the Security Room, she has very low HP so save her for now, we'll kill her later

Sniper Carlito2: Steak, Corn, Snack - (Entrance Plaza: 2nd Floor near The Sinister Read)

H2 - Entrance Plaza (The Sinister Read)

Camp and Eat: Snack(10:00am), Corn(11:00am), Steak(3:00pm)

Eat second Steak at 5:00pm

Wall kick your way through the Security Room hallway, gotta get to Sophie quickly

Sophie: Coffee Creamer - (Security Room)

Drink Coffee Creamer at 6:00pm

Hurry to North Plaza: Crislip's, Cliff2 despawns in 5mins

Cliff2: Randomizer, Baguette, Cabbage - (North Plaza: Crislip's)

Eat Cabbage(7:00pm), Baguette(8:00pm)

Drop H1 and H2, Pick up Machine Gun

Isabella2: Energizer, Milk, Cookies - (North Plaza: Near Isabella 72hr Room)

If you take no damage wait until you're a block and a half down and drink the Milk, it will be 8:30pm

Take Energizer, Use Motorcycle and drive through North Plaza to Wonderland Plaza

Paul2: Steak, OJ, Squash - (Wonderland Plaza: 2nd Floor near Sir-Book-A-Lot)

Once Paul is dead drop all your juices in the girls bathroom, pick up his food and then head for Sir-Book-A-Lot to pick up H1

Eat Squash when you're down 2 1/2 blocks (A Squash gives that amount because of Survival and H1), Drop H1

THE BROCK RUN

Ok, pause the game, get your Stopwatch and get ready, the fun is about to begin

This next part requires a set up, plus a specific route to follow, be sure to read it before attempting

The Stopwatch is for timing your heal in the girls bathroom since there is no clock in there Make sure to raise the volume on your TV or whatever, you'll want the audio cue as well Keep an eye on the clock in Sir-Book-A-Lot, it's not perfect but it'll let you know when it's close to being 10pm

With your finger near the start button on your stopwatch, press it as soon as the lights go out and you hear the power going out

Timing is important so your reaction better be on point

Once the timer is set go to the girls bathroom, drop the RMB, drop the Steak on the shortcut loading trigger, that way you pick it up before going in

Pick up all your juices, have the OJ in hand ready to be chugged and wait on the shortcut

Once the stopwatch reaches 4:48 you drink the OJ and mash on Circle(PS4)/B(Xbox) to pick up the Steak and go through the shortcut

From this point on you're on the clock, you have 5 real mins till Brock despawns in the Helipad, so try to hurry with everything

3 Blocks of health is 5 real mins so you can use that as your clock

This next part is Super Important, Run the EXACT same way shown in this video because you want to trigger 2 zombie despawns - [Video Clip](#)

Make it onto the blue ledges and head for the UZI, throw a juice or steak into the book store (Contemporary Reading)

Use the Uzi to clear the Warehouse door of zombies, drop the UZI, pick up the Juice you threw and go into the Warehouse

If you make it into the Warehouse by the time one block of health has gone down you are doing fine on time

Make it up to the rooftop and head for the Security Room vent

DO NOT KILL Zombie Jessie yet, avoid her and go into the Security Room

Drop an item or 2, grab the RMB and kill every zombie in every room and in the hallway, it has to be completely clean

Once it's clear drop the RMB, pick up the items you dropped and wait by the vent, don't go through yet

NOTE: If you wait inside long enough, the return through the Security Room after killing Jessie will be easy because the Zombies won't be there

This happens with small rooms, you clear them out, go into another area and when coming back in there will be no zombies

The longer you wait to come back in, the more Zombies respawn. This will also be used later

So wait by the vent until you're like half way through your 3rd block, 4th block if you took a bite
If you got slapped it's a little tricky, I usually restart if I get slapped because it's hard to tell from there

Go through the vent once your health reaches that point

Zombie Jessie: Apple, Spoiled Meat, Rotten Pizza - (Rooftop)

Drop Steak by the vent loading trigger and go kill Zombie Jessie, grab her apple and wait by the vent

Ok your 3rd or 4th block is about to deplete

From this point on 11tick healing is a must to get that max time, so what is it exactly

****Tick Healing aka Jaggy Heal aka Border Line Death Full Heal (BLDFH)****

The gauge under Franks health blocks is basically ticking down, making it easy to follow along and count

But you don't start counting those ticks from the start of a block, it's too much and you'll lose count for sure

This is where the Jaggy comes in, it's basically a small pixel on the top part of the PP gauge

This is what it looks like - [Picture](#)

You use that Jaggy as your counting starting point, count 11 ticks and heal

I recommend you practice this because me healing at 11 ticks might kill you, it really depends where in the Jaggy you start counting from

I die at 12 ticks, others at 11, find your sweet spot

"I can't see the Jaggy", well here's something you can do to help it stand out, increase the Brightness and Sharpness on your TV

A Magnifying Glass helps too along with seeing the ticks better

Also around the 9th tick or whatever tick based on your counting, the gauge will no longer tick down as clearly as before

It'll start to dissolve or merge into the next tick, this can also be used as a checkpoint per say, as in 1 more and heal on the next

That's pretty much it, and remember, Respect the Gray

Tick Heal Apple by the end of the 3rd block (if no damage)

Tick Heal Apple by the end of the 4th block (if bitten once)

Now mash on Circle(PS4)/B(Xbox) to pick up the steak and go through the vent
Haul ass to the Helipad, making sure not to bump into anything

If Brock is there congratulations you just completed one of the hard parts of the run

If Brock is not there, then you might as well just restart because without his food you are not surviving 17 days

DAY 8

NOTE: Any damage from this point on is RIP max time run, ain't no way you're beating the World Record

You must reach the end taking NO damage at all

Brock: 2x Uncooked Pizza, 2x Raw Meat - (Helipad)

Climb onto the roof of the shed that leads to the Security Room, drop all your items except the Survival book and one Spitfire

Camp and Drink: Spitfire(4:00am)

Kill Brock with your spit, Saliva Push him to death

****DO NOT OPEN HIS BOX YET****, just leave it for now

Camp and Drink: Quickstep(8:00am), Quickstep(12:00pm)

DAY 8 MADNESS

Once you're down to like 2 blocks of health, pick up all your food

Drop a steak by the Security Room loading trigger, and go for Brock's box and pick up his food

Drink Untouchable(4:00pm)

Go into the Security Room, use wall kicks to get through the first and second rooms with zombies, the Untouchable will keep you from being grabbed

NOTE: You can still get slapped while in Untouch

Head to Paradise Plaza: Jill's Sandwiches to cook Brock's food, Aaron will also be in Paradise Plaza

In Jill's Sandwiches drop only your Juices, pick up a Cleaver and some Plates

Head towards the Bathrooms, making sure to go underneath the stairs next to TuneMakers, this will despawn the Zombies near the Bathroom Hallway

Throw your food down the hallway, don't not go in and drop them because you'll spawn zombies in that wide section

Aaron: Orange - (Paradise Plaza: Cantonbury's)

Aaron will be in the clothing store, you'll see his name tag for sure

Don't wait for Aaron to come to you just go kill him with the Cleaver, throw a plate to knock him down and slice away, take his Orange

NOTE: He can spot you early while you're throwing your food down the hallway, keep an eye on him, as well as other zombies around

Go back for the Juices you left behind in Jill's Sandwiches and head back to the Bathroom area

Pick up your food, drop a Pizza by the door to the Maintenance Tunnels and wait

Eat the Orange when you're 4 blocks down, that's all you get while holding the Survival Book

Head to the Maintenance Tunnels because it's time to kill Kathy

Drop a Pizza and start Zombie Walking

Zombie walk down to the White Car, turn left and drive forward all the way till you come close to hitting the wall

Drive backwards till you reach the stairs again, driving backwards will despawn all the zombies in the stairwell you came from

Video Clip showing the Despawn - [Link](#)

Pick up the left behind Pizza, then head for Kathy using White Car, try not to damage it too much so drive slow to nudge through zombies

Make sure to park the car by the Key Room door, that way you can get back in without having to deal with Zombies

Kathy: Uncooked Pizza - (Maintenance Tunnels: Key Room aka 72hr Zombie Brad Location)

Drop 2 Pizza's by the Door

Kathy has a Pistol, so wait until she turns her back to you then run to back end of the room, towards the left, there's an Uzi, use it on Kathy but don't spam it, just shoot one bullet at a time

Camp and Eat: Steak(it's around 9pm)

Sometimes a graphical glitch can occur while waiting in this room for too long

Video of Glitch - [Link](#)

Now go for her box, pick up the Uncooked Pizza and head for the Food Court within the Tunnels, don't go into Leisure Park, itGoestotheJeff

Jeff: Melted Pops - (Food Court: That's a Spicy Meatball)

Once in Food Court head for Chris' Fine Foods, Cook Kathy's Pizza in the microwave, drop Items, grab Plates or the Uzi on top of the Chris' Fine Foods sign and Kill Jeff

Here's a thing you can do to see how well your run is going, as soon as you're down 2 blocks of health and goes into the 3rd block

Start your timer and stop it once the lights go out, if you get 9s your run is going great, anything above 11 is still good but probably not WR pace

Eat Melted Ice Pops once you're down 2 blocks, that's all you get with the Survival Book

Head towards the Parking lot in Leisure Park, drop a Pizza near the Parking Lot Entrance, Zombie walk to the Red Car, go back for the Pizza you dropped, head into the tunnels and go to the Meat Processing Area

It's now time to face the last Survivor in the run, Mother Fucking Brad

You can go about this 2 ways, 1. Known as Brad Bailing and 2. Known as Brad First Entry aka BFE

****BRAD BAILING**** (Easy, but can hurt your final time due to a game oddity that causes the game time and health bar to desync every time you load into an area, every 3 loads you lose 1 in game second)

Video clip - [Link](#)

You'll notice that I go into the Meat Processing Area and immediately go back out numerous times, this is actually despawning zombie's inside

The more you do it the better but you'll also want to go in for a bit so Brad can kill some too, which will make it so there's less when coming back in

Just like when killing all the Zombies in the Security Room

Don't attack Brad just yet, the plan is to clear up the Meat Processing Area

You won't be able to do this for long though because Brad despawns at Midnight, so keep an eye on the Day counter when entering and leaving

You can also use your health, you had 12 blocks at 10pm, so 6 blocks down it'll be Midnight

Once it looks clean stay in there and wait until you have to eat

Drink your Spitfire and spit him to death, be sure to lure him close to the exit

****BRAD FIRST ENTRY**** (Hard, But makes your run optimal, since you never bail, no extra loading screens)

Video clip - [Link](#)

There is no sure fire way to doing a BFE, it's all random, but there's a few things you can do to help

When you load in run to the freezer on the left side, like I do in the video, drop your Pizza's on top and go into your Zombie Walk

From here a few things can happen, Brad will notice you and go right to you, Brad ignores you but is getting slapped silly by Zombies, or

Brad ignores you and is killing Zombies left and right like a Boss

If he goes right to you then you wanna Wall Kick out of that spot and head for the far back fridge next to the sinks

If he's doing work then stay there until it's safe, keep an eye on him

If he's getting slapped then look around for a hunk of meat while he's busy, if there isn't one then try your best to clear out Zombies

If you have a chance to slice him to death with the Cleaver, take it, but make sure it's not near the far back fridge, because we will not be opening his box

If he gets Grabbed, leave him alone and keep other Zombies off of him, he cannot get out of a grab and the Zombie won't kill him

If you need to eat and he's still alive, then Drink your Spitfire and kill him with it, be sure to lure him close to the exit

That's pretty much it, Ok, have fun

Brad: Frozen Ice Pops - (Meat Processing Area)

By the time you drink the Spitfire it'll be Day 9

DAY 9

If you clear the area and chill, Drink the last Spitfire(2:00am)

Lure him to the exit and Spit him to death, once he's dead ****DO NOT OPEN HIS BOX****

Pick up the 2 Milks laying around and set them aside with the 3 Pizza's

OK Now it's time to camp like a mother fucker, 2hrs and 20mins to be exact

Nectar(6:00am), Steak(10:00am), Steak(2:00pm), Randomizer(6:00pm),

Randomizer(10:00pm)...

DAY 10

Energizer(2:00am), Energizer(6:00am)

Now pick up the 2 Milks and 3 Pizza's and chill close by Brad but not too close that you open his box

THE BOOK RUN

You need to get the 2 other Books, Health 1 and 2 within 5 real minutes or 3 Health Blocks before Brad's Ice Pops melt

You gotta do this fast so watch this clip first - [Link](#)

Wait until you're 6 blocks of health down, open his box and pick up his Ice Pops and the UZI, leave into the tunnels, get in the Truck and drive to the Wonderland Plaza entrance within the tunnels

There's 2 ways to do this

1. If you were able to get a queen before getting into the Truck, drive straight into the entrance area, throw the queen into the wall and run up the stairs
2. You despawn the zombies in the stairs, which is what I do on the video clip, driving all the way towards the Food Court entrance and driving backwards into it

If you see any queens or 1 hunk of meat along the way grab them

Wonderland Plaza> (Sir-Book-a-Lot) Health 1

Head to the bathrooms and go into the shortcut

Go to the Warehouse and climb up to get to the rooftop

Once in the Rooftop turn around and pick up the Cabbage on the barrel

Next pick a soccer ball and kick some zombies away from the other Cabbage, grab it and head for the Security Room, be sure to drop the UZI, don't need it

If you have a queen throw it on the hallway wall to the right of the door, if you have a hunk of meat place it on the same spot

We do this to make it safer to go into the hallway because there might be some zombies hiding behind the door

Pick up the RMB and RLS, now shoot your way through the hallway as fast as you can, clocks ticking

Entrance Plaza> (The Sinister Read) Health 2, If you have some time, do some twirls if not eat the Ice Pops

If done in time the Ice Pops will give you 6 blocks

Congratulations, you've survived the BOOK RUN, you can now relax because it's all Mall Food now, so get ready to Zombie Walk everywhere

From this moment on you MUST follow the Mall Route exactly, failing to do so will decrease your time as mentioned on the Brad Bailing section

--Entrance Plaza--

Let's Begin, drop the 2 Milks and 3 Pizza's in the The Sinister Read
Eat a Cabbage

It's time to Zombie Walk, get use it because we'll be going everywhere using it

2nd Floor Emerald's> Pick up OJ

2nd Floor Women's Lib> Pick up Snack, Eat the other Cabbage

2nd Floor In The Closet> Pick up Apple and Yogurt, Chill and eat the Snack

2nd Floor Kicks For Her> Pick up OJ

If you find a queen, get it, at least one, it'll come in handy later in Al Fresca Plaza

1st Floor Rafael's Shoes> Pick up Grapefruit

1st Floor Gramma's Kids> Pick up and eat Snack

1st Floor Next to The Distinguished Gentleman> Pick up OJ

Head back to the Sinister Read, it's time to camp, be sure to eat everything in the same order to avoid full healing at lights out, the flash can be distracting

Grapefruit(2:00pm), Apple(4:00pm), Milk(8:00pm), Milk(12:00am)...

DAY 11

Yogurt(2:00am), Pizza(6:00am), Pizza(10:00am), Pizza(2:00pm)

It's now time to move, make sure you have everything along with a hunk of meat too, it'll help in Al Fresca.

Zombie Walk towards Al Fresca.

--Al Fresca Plaza--

Once you load into Al Fresca throw the Queen you have, it'll give you time to set up another Zombie Walk

Head for Flexin' grab the Milk in there and drop it along with the 3 OJ's and the Laser Sword by the counter, take the Hunk of Meat with you and start Zombie Walking

McHandy's Hardware> Pick up and eat Cookies

Riverfield Jewelry> Pick up and eat Cookies

Use the hunk of meat in Riverfield Jewelry to give you time to setup a Zombie Walk

Colombian Roastmasters> Pick up the 3 Pies and Milk, chill and eat 2 Pie's

Hamburger Fiefdom> Pick up 3 OJ's

Head back to Flexin', it's time to camp, same thing again, eat everything in order

Pie(7:00pm), Milk(11:00pm)...

DAY 12

Milk(3:00am), OJ(7:00am), OJ(11:00am), OJ(3:00pm), OJ(7:00pm), OJ(11:00pm)...

DAY 13

OJ(3:00am)

Time to move, grab the Laser Sword and Zombie Walk to the Food Court

Food Court

Chris' Fine Foods> Pick up the 4 Wines and drop them inside the kitchen area, it's a good place to camp

That's A Spicy Meatball> Pick up the 2 Zucchini's and drop them back at Chris'

Frozen Dreams> Pick up Yogurt and Milk

Meaty's Burgers> Pick up Baguette

Central Taco's> Pick up the 2 Corn's

Head back to Chris', it's time to camp. Barricade the place to get that extra safety and find a Hunk of Meat for later.

Again eat/drink everything in order

Milk(7:00am), Wine(11:00am), Wine(3:00pm), Wine(7:00pm), Wine(11:00pm)...

DAY 14

Yogurt(1:00am), Baguette(2:00am), Corn(3:00am), Corn(4:00am), Zucchini(5:00am),

Zucchini(6:00am)

Time move, grab the Laser Sword and a hunk of meat if you have one and head for Wonderland Plaza

--WonderLand Plaza--

Run to right and go into Estelle's Fine-Lady Cosmetics to setup a Zombie Walk, go to the 2nd floor's Lovely Fashion House and drop the hunk of meat by the door to keep you safe

2nd Floor Lovely Fashion House> Pick up Snack and Yogurt, chill and eat both, Yogurt(8:00am), Snack(9:00am)

Time to move, pick up the Hunk of Meat and Zombie Walk

2nd Floor The Lens Zen> Pick up Apple

1st Floor Beautification> Pick up Grapefruit

1st Floor Wonder Jewels> Pick up 2 Apples

Leave the Hunk of Meat by the door to keep you safe

It's time to camp

Grapefruit(11:00am), Apple(1:00pm), Apple(3:00pm), Apple(5:00pm)

Time to move, pick up the Hunk of Meat and Zombie Walk to North Plaza

--North Plaza--

CD Crazy> Pick up the Milk and a pack of CD's for later, mainly for the Apples in Leisure Park Empty Store where you find David in 72hr mode> Pick up Creamer and Melon, chill and eat the Melon(7:00pm)

Empty Store where you meet Isabella in 72hr mode> Pick up both Wines, you don't need the Hunk of Meat anymore

Crislip's Home Saloon> Pick Orange and Japanese Radish

Clear the area, it's time to camp

Orange(9:00pm), Japanese Radish(10:00pm)...

DAY 15

Milk(2:00am), Creamer(6:00am), Wine(10:00am), Wine(2:00pm)

Time to move, head for Leisure Park

--Leisure Park--

Pick up Snack and 3 Cookies by the garden and drop them off on the roof of the picnic area

Pick up the Apple on the floor next to the tree, near the pond

Using the Cd's drop the Apple hanging from the tree near the Wonderland Plaza wall, has a rock next to it (this apple can fall on it's own, so check around if it's not on the tree)

Using the Cd's drop the UZI from the big tree close to the Parking lot entrance

Using the Cd's drop the Apple hanging from the tree near the North Plaza stairs

Time to Camp

Snack(3:00pm), Apple(5:00pm), Apple(7:00pm), Apple(9:00pm)

Time to move, I save the cookies for when I'm in the tunnels
Head for the Parking Lot, hop in the Red Car and drive into the tunnels

--Maintenance Tunnels--

Drive carefully so you don't damage the car too much because we're gonna be driving a lot
Key Room> Pick up UZI, Pick up Milk, chill to eat Cookies(10:00pm)
Wonderland Plaza Entrance> Pick up Milk
Al Fresca Plaza Entrance> Pick up Milk
Head for the Paradise Plaza Entrance, but be sure to despawn the Zombies on the stairs by driving backwards :)
Chill by the Paradise Plaza door, eat Cookies(11:00pm), Cookies(12:00am)

DAY 16

Go into Paradise Plaza and Zombie Walk to Colby's MovieLand

--Colby's MovieLand--

Concession and Ticket Counter> Pick up Creamer, chill and eat Snack(1:00am), Snack(2:00am)
Cinema 2> Pick up Creamer, chill and eat Pie(3:00am)

Go into Cinema 4 and drop some items

Cinema 3> Pick up Baguette and Creamer
Cinema 5> Pick up Cabbage

It's time to camp in Cinema 4
Cabbage(4:00am), Baguette(5:00am), Creamer(9:00am), Creamer(1:00pm), Creamer(5:00pm),
Milk(9:00pm)...

DAY 17

Milk(1:00am), Milk(5:00am)

Time to move, pick up everything along with the Machine gun in the storage room, which was unlocked when killing Sean on Day 7

Clear some Zombies to setup a Zombie Walk and head to the Warehouse

-Warehouse--

Near the Elevator> Pick up and eat Squash(6:00am)

Near Rooftop Door> Pick up Squash, chill and eat Squash(7:00am)

Ok, head into Paradise Plaza, it's the Final Area

--Paradise Plaza--

1st Floor Kid's Choice Clothing> Pick up OJ and chill, OJ(11:00am)

Time to Zombie Walk to Jill's Sandwiches, but before you do pick up the Toy Laser Sword in Ye Olde Toybox along the way, it's for later

If you find a hunk of meat pick it up too

Jill's Sandwiches> Pick up the OJ, chill and eat Baguette(12:00pm), Baguette(1:00pm)

Head for Columbian Roastmasters in the 2nd Floor

Columbian Roastmasters> Pick up both OJ's and both Pie's

Now clear the Zombies by the stairs that lead to the blue ledge and climb on top

This is it, the final camping spot

If you have a hunk of meat drop it near by to keep you safe from Air Walking Zombies, oh yeah it's a thing, super rare though

Video clip of an Air Walking Zombie - [Link](#)

OJ(5:00pm), OJ(9:00pm)...

DAY 18

OJ(1:00am), Pie(2:00am), Pie(3:00am), that's it no more food

Now set yourself up on the skinny ledge with Frank's back to the wall, this will extend Franks death animation (more on this below)

If you've taken no damage from Day 8 to now and had good full heals, the last 12 blocks of health should get you to 7:00am

Lean backwards on ledge + long fall to knees/reach = 1min 51sec, 1min 52sec, 1min 51sec, 1min 51sec, 1min 51sec, 1min 52sec, 1min 51sec, 1min 51 sec, 1min 51sec, 1min 50sec

Long lean backwards + fall to knees = 1min 30sec, 1min 31sec, 1min 31sec, 1min 23sec, 1min 30sec, 1min 28sec, 1min 30sec, 1min 32sec, 1min 31sec, 1min 31sec

Long lean backwards + long fall to knees/reach = 2min 00sec, 1min 52sec, 2min 00sec, 1min 59sec, 2min 00sec, 2min 00sec, 1min 59sec, 1min 58sec, 1min 59sec, 2min 00sec

-Data analysis-

Fall straight backwards + fall to knees | Range: 1min16sec-1min18sec | Average: 1min17sec

Fall straight backwards + long fall to knees/reach | Range: 1min45sec-1min48sec | Average: 1min47sec

(Most common) Lean backwards on ledge + fall to knees | Range: 1min21sec-1min22sec (21sec outlier) | Average: 1min22sec

Lean backwards on ledge + long fall to knees/reach | Range: 1min50sec-1min52sec | Average: 1min51sec

Long lean backwards + fall to knees | Range: 1min23sec-1min32sec (23sec outlier - animation disrupted on ledge) | Average: 1min30sec

Long lean backwards + long fall to knees/reach | Range: 1min52sec-2min00sec (52sec outlier - animation disrupted on ledge) | Average: 1min59sec