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ADIRONDACK EXPERIENCE™

The Museum on Blue Mountain Lake

Adirondack Undead

The Wilderness Survival Experience

This Book Belongs to:

Welcome to the Adirondack Experience Scavenger Hunt Adventure!

You have arrived just in time! The zombie apocalypse started and the adults are all in denial. They believe that the scourge will stay in New York City. But, you and your classmates know that the brain eating monsters are on the move. They crossed the Hudson River and are heading our way at about 2 miles per hour. As you visit each building search for items that you can use to survive when the zombies arrive. You will need tools, weapons, clothing, food, baggage or other containers and possibly a vehicle. Good luck! The survival of your class depends on you.

Notes And Memories

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How it Works

Work individually or in teams to find useful objects and answer the questions pertaining to each location. Be creative when identifying objects. Take photos (if allowed) of each object to document what you find. Don't forget to include team members in the photos! Earn points by searching exhibits for items you/your group can use to survive. Each person in your group should find food, a weapon, at least one tool, a container or luggage item, and clothing. Your group may need a vehicle that fits everyone. You may also want a portable shelter. Answer survival questions for more points. Tally all your points on the last page.

Where to Find Help

- Pay very close attention to instructions and descriptions in this manual. They may reveal a clue!
- Don't ask the staff for help! It's every man for himself! They may point you in the wrong direction. Dastardly!
- Check out any maps to help your group decide whether they will hide or make a stand against the zombies. Will you stay at the museum or go elsewhere? If you go, will you need a vehicle?
- Carefully read the signs and plaques accompanying any items you want to use to survive.

Scavenger Hunt Adventure Point Tally

Boats and Boating _____

Living with WIilderness _____

The Log Hotel _____

Woods and Waters _____

Buck Lake Club _____

Finding Food _____

Reising Schoolhouse _____

Kid's Cabin _____

Bull Cottage _____

The Great Outdoors _____

Mark W. Potter Education Center _____

Marion River Carry Pavilion _____

The Visitor Center and Store _____

Total Personal Survival Kit (page 5).....

Food ..... #_____ x 20 points

Weapons ..... # _ x 15 points Vehicle ..... 15 points

Luggage .... # ___ x 10 points Shelter ..... 10 points

Clothing .... # ___ x 10 points TOTAL.....____

Total Adirondack Undead Scavenger Hunt Points _____

Great work! Send your total points to

education@theADKX.org

Visitor Center and Store

- The Water Witch would be a useful vehicle. It's fast and sturdy. But how would you get it to a body of water?

The centerboard alone weighs 3/10 of a ton. How many pounds is that?

_____.....10 points ☐

- The store is a complete loss for food and weapons. Your group is now certain that the employees know that a zombie attack is expected. There are restrooms and objects downstairs. Just don't get trapped down there!!!!

Find the small game trap..... 15 points ☐

Do you plan on spending the winter hunkered down here? You will need the wool mittens..... 10 points ☐

Total Visitor Center Points: _____

Competing Against Other Teams

The post-apocalyptic world is a competitive place. Resources are limited. Note the time when you find something. The team that found it first will be able to claim it.

Take pictures (if you can) to prove you found an item that is rare. For example, there is only one tent. If you want to score the points for it you need to prove you found it first!

When the Adventure is Complete

When your adventure has come to an end, add up all of your points from the challenges you completed. There are worksheets throughout to help you. Compare results and findings with your classmates. Send your name, scavenger hunt photos, and total points to the Adirondack Experience Education Department to receive your official Adirondack Undead Survivor Certificate!

Email Diane Carver at education@theADKX.org or mail to:

Adirondack Experience

Attn: Diane Carver

P.O. Box 99

Blue Mt. Lake, NY 12812

We would love to share your findings with other Survivors!

The Adirondack Park

- Life in the Adirondack mountains has always been difficult. Survival skills are essential to thriving in this environment. Early Native Americans used the waterways to travel the area. To do this easily they learned to build birch bark canoes on the spot.
- White settlers quickly learned that the Adirondack area was no place to be a farmer. They hunted and trapped to feed their families. They picked berries in the summer and tapped the maple trees for sap in the spring.
- The Adirondack Region is home to several species of fish. Trout, bass, walleye, salmon, perch and bullhead are just a few of the fish that attract sportsmen and women to the area. The Adirondack Experience stocks its pond with rainbow trout and brook trout every spring.
- Today the Park has 6 million acres, 2.4 million of that is forest preserve. Eight million tourists visit per year. There are 230,000 year -round residents. Nomm nomm nomm for zombies!

Zombie Facts

- Zombies walk about randomly, but they are attracted to noise.
- Zombies cannot fly or swim.
- Zombies do not rely on oxygen, they don't breathe.
- Zombies do not have any special powers.
- Zombies walk about 2 miles per hour.
- Animals do not turn into zombies, even if they are bitten.

Marion River Carry Pavilion

- There are three knots for you to learn here. Knot tying isn't just for boaters, you may need to hang your supplies from a tree branch or restrain a bitten comrade.

Practice all three knots. Which one will you need to know to lash together branches for a makeshift shelter? Hint: the other two knots have boating terms as the first word in their names.

_____.....10 points ☐

Have your picture taken in front of the closest foo d source...10 points ☐

An important survival skill to develop is the ability to read the sky for bad weather. Clouds are nature's weather predictor.

- Cumulous clouds are the big , white, puffy clouds. They are flat on the bottom and rise dramatically on the tops. They usually are an indication of good weather. But watch them closely for changes.
- Stratus clouds are flat and featureless. They often form a thick blanket across the sky. Expect a drizzle or flurries from stratus clouds.
- Cirrus clouds resemble wispy brush strokes. These clouds are regularly associated with approaching storms.
- Nimbus clouds refer to any of the above clouds that have taken on a dark color. The coloring means high moisture levels within the cloud, indicating rain to come. A nimbus cloud that is dark and foreboding is associated with thunderstorms.

Check the sky and make a weather prediction.

_____..... 5 points ☐

Total Marion River Carry Pavilion Points: _____

Work in the Woods

- It's never too soon to start thinking about rebuilding society. The role you play in your team may determine what your role will be in the new world. What can you contribute to the group?
- Jobs large and small, dangerous or safe. They all make up our society.
- How many occupations can you identify? They need to be useful in a world without electricity, one that is rebuilding after catastrophe. For each job .....1 point ☐

_____ ..... ☐

_____ ..... ☐

_____ ..... ☐

_____ ..... ☐

_____ ..... ☐

Find the portable fire pumps .....10 points ☐

They could be very handy! But can you carry them? How much water does one hold? _____ ..... 10 points ☐

1 liter of water weighs 1 kg. and one gallon of water is equal to 3.79 liters. How much will the water in the fire pumps weigh when they are full? _____ .....20 points ☐

Convert that to pounds to help you figure out if you can carry it. One pound = 0.45 kg.

How much does the water weigh in pounds? _.....10 points ☐

Total Work in the Woods Points: _____

Boats & Boating

- If you want to cover a long distance while using minimal energy, you may choose to use a boat.
- Waterways pose unique challenges. Staying warm and dry and finding your way are just the beginning.
- Choose a craft that is of adequate size for your group and their gear. Calculate the weight that the boat you choose can carry.

  - Choose a vessel
  - Vessel length (in feet) x vessel width (in feet) / 15 = _____
  - Number of people (150 lbs. each) = _____
  - Will it carry all your team? _____

Which boat did you choose?.....10 points ☐

Why?

_____

_____

How much weight will it carry? ..... 10 points ☐

Find the boat that was developed in response to the needs of Adirondack settlers. It is_____enough to carry around rapids an between rivers and lakes and _____enough to hold heavy cargo.....10 points ☐

Total Boats & Boating Points: _____

Living with Wilderness

- This is a good spot to assess the surrounding terrain and make a plan. It's also a good spot to check your pockets. The key to survival in the wilderness is having the right gear. What do you already have and what do you need to find?
- Each member of your team needs a personal survival kit.

  - cotton or other fire tinder ..... 2 points ☐
  - flint striker or waterproof matches..... 10 points ☐
  - small mirror ..... 5 points ☐
  - water container ..... 10 points ☐
  - knife or hatchet ..... 5 points ☐
  - fishing kit ..... 10 points ☐
  - compass ..... 5 points ☐
  - blanket ..... 10 points ☐
  - wire to make a snare ..... 15 points ☐
  - rope ..... 2 points ☐
  - cooking pot or utensil ..... 5 points ☐
  - shovel .....10 points ☐

You will need to search the museum to find all of these!

The Golden Rule of backpacking is never carry more than 20% of your weight. How many pounds is your maximum? .....15 points ☐

If the Zombie hoard is in Warrensburg, NY which is about 48 miles from the museum, how long do you have before the first ones arrive?.....15 points ☐

Total Living with Wilderness Points: _____

Bull Cottage

- This may be the spot to hunker down. Bull Cottage offers a variety of advantages that may keep you safe from becoming a zombie lunch.

List two advantages:

_____

_____.....10 points ☐

- However, Bull Cottage is missing two rooms that are considered vital to modern convenience, a _____and a _____.....10 points ☐

List three useful artifacts found here:

1._____

2. _____

3._____.....15 points ☐

Total Bull Cottage Points : _____

The Reising School House is under attack!

Kids Cabin

The old-fashioned laundry is a popular stop for museum visitors. But staying warm, cool and dry is more important than cleanliness for survival.

- In fact, being a little dirty and smelly helps keep bothersome creatures away. Not zombies: they like to sniff us out. Other pests, name them. _____.....5 points ☐

Find a fishing creel .....10 points ☐

Find rustic cooking utensils.....10 points ☐

Total Kids Cabin Points: _____

Reising School House

- Hmmmm...One of the best parts of the zombie invasion may be that school will be cancelled! But eventually we will need to start learning again.

What will you teach in the 'new world'?

_____.....10 points ☐

Explain why the subject you chose will be important in

rebuilding society. _____

_____

_____

School children long ago didn't use pencil and paper. What did they use for their schoolwork?

Take a picture of a note written without pen or pencil....10 points ☐

Total Reising Schoolhouse Points : _____

The Log Hotel

- Once the power goes out for good staying warm and having enough light will become tough. Start looking for items that will provide light and warmth.
- When it opened in Blue Mt. Lake, The Prospect House became the first hotel in the world to have electric light in every room.

Find the photo of the "Z" dynamo that powered the Prospect House in 1882.....15 points ☐

What was the power source for the "Z" dynamo's? .....10 points ☐

Find a change of clothing. This outfit may be useful even if you aren't going to be cleaning hotel rooms.....10 points ☐

"Life may be divided into two parts – the hunters and the hunted"

Joel Tyler Headley; author of The Adirondac, or Life in the Woods - 1849

Total Log Hotel Points: _____

Woods and Waters

- For all the zombie hunters that were waiting to get their weapon until they arrived at Woods & Waters, we have bad news. The firearms at the museum do not have their firing pins and we do not have ammo. Better put your thinking caps back on!

- You are in luck, the Adirondack region is a temperate forest biome. Temperate forests are the most hospitable for those who seek merely to survive. However, conditions can range greatly depending on the season.

Nearly all animals can provide nourishment, but their own will to survive make them a difficult meal to catch. Find a mount of a slow moving animal that even the greenest hunter can catch. You will want to turn it over and slice the belly to get at the meat without getting scratched.....15 points ☐

Humans see better in the light. Find yourself a light source that does not rely on electricity.....10 points ☐

You will need clean drinking water to survive. Don't assume that a water source is pure just because it looks cool and refreshing. Rainwater from a recent shower and dew on plants are good sources for clean water.

Find the collapsible drinking cup.....10 points ☐

You will want to build a fire your first night alone. Making a spark to catch your tinder requires friction. If you don't have matches the wheel and flint of an old lighter will do. They need to be dry, so find a watertight container.....10 points ☐

Total Woods & Waters Points:_____

Buck Lake Club

Finding your way through the woods can be tough.

Find the map ...10 points ☐

Look closely for a gas can .....10 points ☐

Total Buck Lake Club Points : _____

Finding Food

- Your group has been counting on the Cafe as a food source. But, when you get there you notice that the staff is saying they are out of food and they look very sneaky! They might know the truth: you will have to look elsewhere for food.

Many wild plants are edible. Can you find any on the museum campus? Quick, use the Internet before it goes down!.....10 points ☐

Find fresh fish and vegetables .....10 points ☐

Most people that work in an office keep food in their desk for snacks. Find the doorways and stairways that lead to museum offices. .....15 points ☐

Total Finding Food Points: _____