

- Let's start by building a very simple Redstone circuit. We need two pistons and two repeaters.
- Sounds nice. How does it work?
- It pushes the zombies out of the labyrinth. Now I'm adding slime blocks.
- Great! But why have two pistons?
- The passage will be really wide, so we need more pistons for it. Then we make these slime blocks go forward two blocks.
- Wow!

I didn't think this Redstone scheme was so simple. Awesome! It really works! And it pushes off far away!

- Yeah. And now we need to close this Redstone scheme with block of irons, can you help me?
- Sure. It's not a big deal.
- Great! Remember that the block of irons shouldn't touch the slime blocks.
- Okay, I can do it, but what for?
- If the blocks of iron stick to them, the mechanism won't work.
- Oh, I see, they'll get too heavy to move, huh?
- I'm sure about that.
- I think that's a very cool trap! That way we'll have enough time to get as far as possible!
- The zombies won't deal with it trying to pass.
- Look, Andy. The pistons are strong enough to knock over a bunch of zombies, right?
- Yeah, I think they are. Just in case we add more ice, the pistons will need even less effort to throw the zombies off.
- Hmm, don't you think we might slip ourselves while running?
- I see, we'll run and push the zombies off, but where will they slip?
- And now the most important part. Let's dig a big, deep hole for the zombies to fall in.
- Sure. The zombies won't fall away, I'm putting blocks in here.
- That's a great idea.
- We're ready. But we still have one little problem. The zombies might get through this little crevice, I'm putting a glass to see the zombies through it, so they won't get to us.
- Great! Does this mechanism really work?
- As you can see, it will push the zombies away too.