

Filmnerd 4

Just a bunch of film nerds talking about movies at the 2006 Toronto International Film Festival

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You're not supposed to have a handgun until your 12

So what happens after a zombie attack? Sometimes all the zombies are cured or die of starvation or are killed, but sometimes they're still around at the end of the movie. What then? Until *Fido*, no one had really examined the long term social and economic impact of a zombified workforce (actually there *was* a chapter in the first edition of *The Wealth Of Nations*, but it was later redacted).

It's 1950's small town America. After *The Zombie Wars*, mega-corporation Zomboco has made America safe from the zombie menace, by enclosing towns with a zombie proof fence, and providing industry with a workforce of trainable tame zombies, controlled by calming collars. But it's not a perfect world. Anyone that dies immediately rises again, and sometimes the collars malfunction. Then the insatiable zombie hunger for human flesh is once again unleashed upon suburbia.

Young Timmy's grown up with an emotionally absent and oblivious father, and a denial prone mother, so it's little wonder that he bonds with the family's new house-zombie, *Fido*. But what happens when *Fido*'s control collar malfunctions. Are zombies truly uncontrollable eating machines, or are they capable of more?

Fido is frequently hilarious and often displays a wonderfully casual disregard for human life. Highly recommended.

Posted by ThirteenDamnDollars at September 8, 2006 10:30 AM