

# Humans Vs. Zombies

## Rules of Spirit

1. Don't be a D-bag
2. This is a game, it's meant to be fun
3. Attempting to exploit loopholes in the rules in a smart ass fashion won't be tolerated, and moderators will rule against you. Try to read both the letter and the spirit of the rules.
4. Play safe. There are many things on campus which can hurt you if you are reckless (such as jumping down stairs). Please do not do anything to injure yourselves while playing, and opt instead to have fun :)
5. There are no winners, there are no losers. Whether you're a zombie or a human, whether you survived five days or five hours, or whether you ate 500 brains or 2, your goal is to have fun. Don't consider being tagged as losing, think of it as an opportunity to troll your friends.
6. Respect university authority. If you think what you are going to do will make the university's administrators, or other administrators, angry at you, don't do it! Also, do not interfere with any University of Waterloo events or administration.

## Boundaries

### Spatial Boundaries

Humans vs. Zombies is only played on campus within the boundaries of:

- Columbia Street to the North
- Phillip Street to the East
- University Avenue to the South
- Westmount Road to the West
- SUBTRACTING the RIM Complex (to the North East) and Plaza (to the South East)

The sidewalks on these boundary streets are also considered outside the boundary.

Although you may plan and communicate with allies out of the game boundaries, players outside can not tag or be tagged. You also are not required to wear your equipment when out of bounds, though you are bound by Rule #4 of the Other Important Rules below.

### Temporal Boundaries

The game runs all 24 hours of each day of the play period.

## Basic Gameplay

Humans vs. Zombies is, as evidenced by the name, played with two teams: Humans and Zombies. Humans try to survive the week and complete in-game missions, while zombies attempt to catch and “turn” humans to grow their horde. Zombies increase their numbers by tagging humans, and humans stop zombies by stunning them.

### Tagging

A zombie player may tag a human by touching them. A half hour after the tag, that human is now on the zombie team for the rest of the game. During the half hour wait period, the tagged player is considered a stunned zombie.

To report tags, the zombie player who tagged the human should record the other player’s ID code, and enter that player’s ID number onto the website. The tagged player need not wait for the tagger to report the tag before tagging other people himself.

Please see the other rules section for applicable edge-cases.

### Stunning

A human player may stun a zombie by either hitting them with a sock or nerf dart. A stunned zombie can not tag humans or interfere with them in any way (such as scouting for them, following them, or acting as a decoy). The stunned zombie can still communicate with other zombies and help in strategy, they just can’t interact with the game physically.

A zombie stunned by a human remains so for 15 minutes.

A human may request a stunned zombie’s code after having stunned the zombie, and before the zombie is unstunned. The zombie must share this code with the human who stunned them upon request. Of note, the human is not safe at this time, but stalling in order to try and get the human killed is seen as cheating.

To report stuns, the human player who stunned the zombie should take the zombie’s ID code, and enter it on the website, along with the time the stun occurred at, and a comment that describes the stun’s location and the events that led up to it. Optionally the human player may share their stun with another human.

## Equipment

Every player is required to have photo ID, a copy of their HvZ ID Code, a notepad or electronic device to record the codes of others, and their bandana (or other similar cloth) at all times during play.

Humans wear their bandanna around their upper arm, and may wield sock and/or Nerf weapons.

Zombies wear their bandana around their head if they are active, or around their neck if they are stunned.

## **Bandana**

Your bandana can be any piece of cloth you can wrap around your head, neck or arm and is **clearly distinguishable** on your person (even in the dark or at a distance). It should not match or be close to the color of your hair or clothes.

## **Sock weapons**

Sock weapons (which are used to stun zombies) must be entirely comprised of socks and should contain no other components. They can be melee weapons (such as a sock whip) or thrown weapons (such as balled up socks). Sock weapons which are believed to be dangerous are not allowed.

Note that sock weapons are only valid when wielded with your hands. This means sock armor, kicking people without your shoes, or placing “sock traps” are useless endeavours.

## **Nerf weapons**

All non-sock weaponry **must** be ranged NERF brand weapons that are clearly distinguishable from real weapons (those using bright colors such as orange and red, not camouflage models) and must fire either darts or discs. No melee NERF weapons are allowed, and no weapons from other companies are allowed.

NERF darts must be either fired from a gun or thrown with a hand.

All modded NERF weapons are banned from play.

If it is unclear if your dart blaster is valid for play (such as if your blaster is not manufactured by NERF), contact the mod team before proceeding.

## **Safe Zones**

For both administrative and safety reasons, certain areas and buildings on campus are considered safe zones. Both stunning and tagging are prohibited in safe zones, and no NERF or sock weapons should be used. Players should also try to avoid making a disturbance in safe zones by running around or acting reckless (they're safe zones because we need to *avoid* incidents within them).

In every other respect, a safe zone is equivalent to any other in play area. It is thus perfectly legal for either team to stalk or camp in and near safe zones. That being said if you are stalking another player in a safe zone, you must give them a five foot buffer when they are leaving.

Players must wear their bandanas within these safe zones.

For every area that is a safe zone, a five foot radius outside its exits are also considered safe (such as doors). This safe radius is cut off by walls.

If any part of a players body is within a safe zone, that player is considered in the safe zone. A player inside a safe zone can not tag or stun a character outside a safe zone.

### **Permanent Safe Zones**

Entire Buildings:

- Federation Hall
- Needles Hall
- Health Services
- Student Life Centre
- Tatham Centre
- Central Services Building
- General Services Complex
- COM (UW Police building)
- POETS
- East Campus Hall (ECH)

General Safe Zones:

- Libraries and designated study areas
- Chapels & Multi-Faith prayer rooms
- Stores and other businesses
- Offices
- Society Offices
- Dorm Rooms
- Hallways that contain dorm rooms
- Gyms
- Theatres
- Cafeterias
- Washrooms
- Labs
- Balconies
- Open (non-fenced) construction sites plus a twenty foot boundary around the open construction

Common sense should also be used in regards to safe zones. If an area seems unsafe to play in, make this known to nearby players and settle the matter honourably.

### **Temporary Safe Zones**

All buildings are safe zones between 10AM and 4PM although tunnels and bridges between

buildings are not.

Rooms with an event (class, club event, etc.) are considered safe zones (with the applicable 5 foot radius) for the entire duration of the event **plus** the five minutes before the official event start time, and five minutes after the official event end time.

## Non-Players

Players are not allowed to enlist the help of non-players in the game. Players may not ask for help:

- Scouting and spying
- Collecting food, ammunition, or notes (to avoid class)
- Send messages between players
- Act as a human shield

Players should make every effort to discourage non-players from interacting with the game, and encourage them to be impartial for the sake of fairness.

## Vehicles

Anyone in a vehicle is out of play. This includes bikes, skateboards, cars, and scooters. Please note that it is against the rules to enter a vehicle specifically to run away from another player. You may also not use vehicles with the sole intent of helping yourself or your team in the game.

## Other Important Rules

1. No costumes allowed - Police Services has made this very clear
2. Moderators will be wearing an orange sash
3. Although this game is filled with lies, you must never lie to another player about a rule. This includes mission specific rules, but does not include team specific mission details.
4. You may never visually impersonate the other team **while you are on campus**. You may never impersonate a mod.
5. However, if asked, in person which team you are on, you may not lie.
6. If you are employed on campus, remove your bandana for the entirety of your work shift (taking you out of the game). You must wear them on the way to and from work, or when you are on break (since you are in play during the journey).
7. In case of a fire alarm, injury, or other emergency, consider the area and anyone involved out of play. Use common sense.
8. Characters having a game-related discussion with a moderator are considered out of play.
9. Jumping in and out of a safe zone repeatedly is considered cheating and is considered a violation of the first rule of spirit.
10. If a player is carrying a heavy object, or otherwise involved in a potentially hazardous

activity, treat them as if they were in a safe zone. Remember the applicable five foot buffer in these cases.

11. Your clothing and anything else you're wearing is considered part of your person (backpack, etc.) and thus can be hit with NERF darts to stun or touched to tag. That being said, NERF guns and sock weapons are not considered part of your person if they're being wielded.
12. Throughout the game certain special events called missions will be run. Attendance is not mandatory, but participation generally aids your team. Sometimes missions will have special rule changes for their duration, which will be announced to all players via e-mail.
13. While attending classes or other official University of Waterloo events, all weaponry must be stowed away out of sight.