HVZ FA24

Rip and Tear

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Head Moderator Ethan Rose
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Before the Meeting Starts

Scan the QR Code below
Go to #registration
Enter "$register"
You'll then be DMed by the NerfTech bot – follow its directions

What is HvZ?

- 2 Teams: Humans and Zombies

- Humans attempt to survive the week
  - Defend themselves to and from class
  - Play missions
  - Collect objectives
  - Win on Friday

- Zombies attempt to eat (tag) all Humans.

Rules to Play

Rule Number 1:

Don't be a SCHMUCK.

HvZ is an honor-based game and exists solely on the honesty and integrity of players. Infractions will be carefully and delicately enforced by way of the Crucible blade.

Bullying and Hazing

- Bullying is repeated actions or threats of action directed toward a person by one or more people who have (or are perceived to have) more power or status than their target in order to cause fear, distress or harm. Bullying can be physical, verbal, psychological or any combination of these three.
- Hazing is any action taken or any situation created intentionally that causes embarrassment, harassment or ridicule and risks emotional and/or physical harm to members of a group or team, whether new or not, regardless of the person's willingness to participate.
- Bullying or hazing are grounds for removal from club events and escalation to campus authorities

Bounties

- Bounties and targeting of specific players is banned. If a player is upset about bounties on their head or is targeted, your moderators will step in.

- A bounty is *any* incentive placed on the infecting, stunning, etc. of a player, regardless of the value.

WANTED
- DEAD OR ALIVE -
★ ★ ★ ★ ★ ★ ★

JOSEPH COTTON
"COTTON-EYED JOE"

$2,500 REWARD
TO BE AWARDED BY DARKWATER GULCH'S SHERIFF'S OFFICE

HVZ FALL 2023

Code of Conduct

- **ALL** players regardless of student status here at Florida Poly are required to follow the Florida Poly Student Code of Conduct

- https://floridapoly.edu/general-counsel/assets/regulations/fpu.3.006_student_code_of_conduct.9.15.21.pdf

Safety

Safety

- **Personal safety** - HvZ is physically active, and you should know your limits. There is no shame or consequence to quitting the game at any time

  - Players are expected to maintain responsibility for their own nutrition and hydration. Water may be available in some instances but is never guaranteed

  - Never endanger players or non-players during gameplay
    - Never enter a zone that may be hazardous, even if it is within play

  - Always be aware of your surroundings and potential hazards (holes, brush, cotton-eye Joe, etc)

  - If at any time you wish to leave the game for any reason, please reach out to a mod so they can officially remove you

Safety pt.2

- **Campus Authorities** - any campus official (police, professors, staff, etc.) has full authority over the game.
  - If you are stopped by a campus authority, explain to them that you are participating in the HvZ game. If they inquire further, direct them to the nearest mod

- **Non-players** - Never involve a non-player in the game in any way

  - Do not inhibit non-player travel indoors or outdoors

  - Do not seek aid from non-players for shields, information, etc. If a non-player continues to involve themselves, seek out a mod immediately

  - Do not crowd moderators, mod carts, or the mod desk. You should only approach mods for questions, emergencies, or objective turn-ins. Otherwise, they do not exist

Terms

You should use:

Blaster

Dart

You should not use:

"Gun"

"Bullet"

"Firearm"

IN THE EVENT OF AN EMERGENCY CALL 911 THEN INFORM THE MOD TEAM

Report safety concerns to University Police then inform the mod team

(863) 874 - 8472 - University Police

911 - Emergency Services

Campus Rules

LAKES

- **DO NOT** fire darts into or around the lakes. (the university does not like it) If a dart ends up in the lake, take the following actions
    - Immediately remove yourself from play.
    - Seek out the nearest mod and aid them in retrieving the dart
    - Further actions or penalties are dependent on mod ruling

- There shall be **no entry** to the campus lakes or the grassy areas near them

- You may walk on the sidewalks near the lakes when not in play, but you should consider the sidewalks out of play when there is active play in the area. Repeatedly entering the sidewalks after mod warnings is a BANNABLE OFFENSE

- You may cross the small bridges across the lakes, but you must cross from one side to the other without stopping or turning around
    - If an enemy player is exiting the bridge, you must stay back off the paved area to allow them to fully exit the bridge

Other Campus Rules

- **Play times -** All gameplay between the hours of 12 am and 6 am are **prohibited** by **campus police**

- **Roads/vehicles**
    - When crossing a road, you must keep your hands in the air and move briskly straight across the road
    - NO PLAY is allowed while crossing roads, allow appropriate room for players to exit roads
    - Always stay clear of campus vehicles, such as golf carts, longboards, or police cruisers

- **Clothing -** Per campus rules, no face coverings are allowed aside from those used for a valid safety purpose (example medical masks)

Infills and Exfills

While on campus, you are not allowed wheeled transportation.

- If you have a car, you should only be using it to leave or get to campus.
- Don't get dropped off at the IST if you can help it. If you need to be dropped off, please do so at Lot 4.
- Don't use the Shuttle during the game
- If you are a Student worker, you may temporarily exit the game, please let a moderator know.
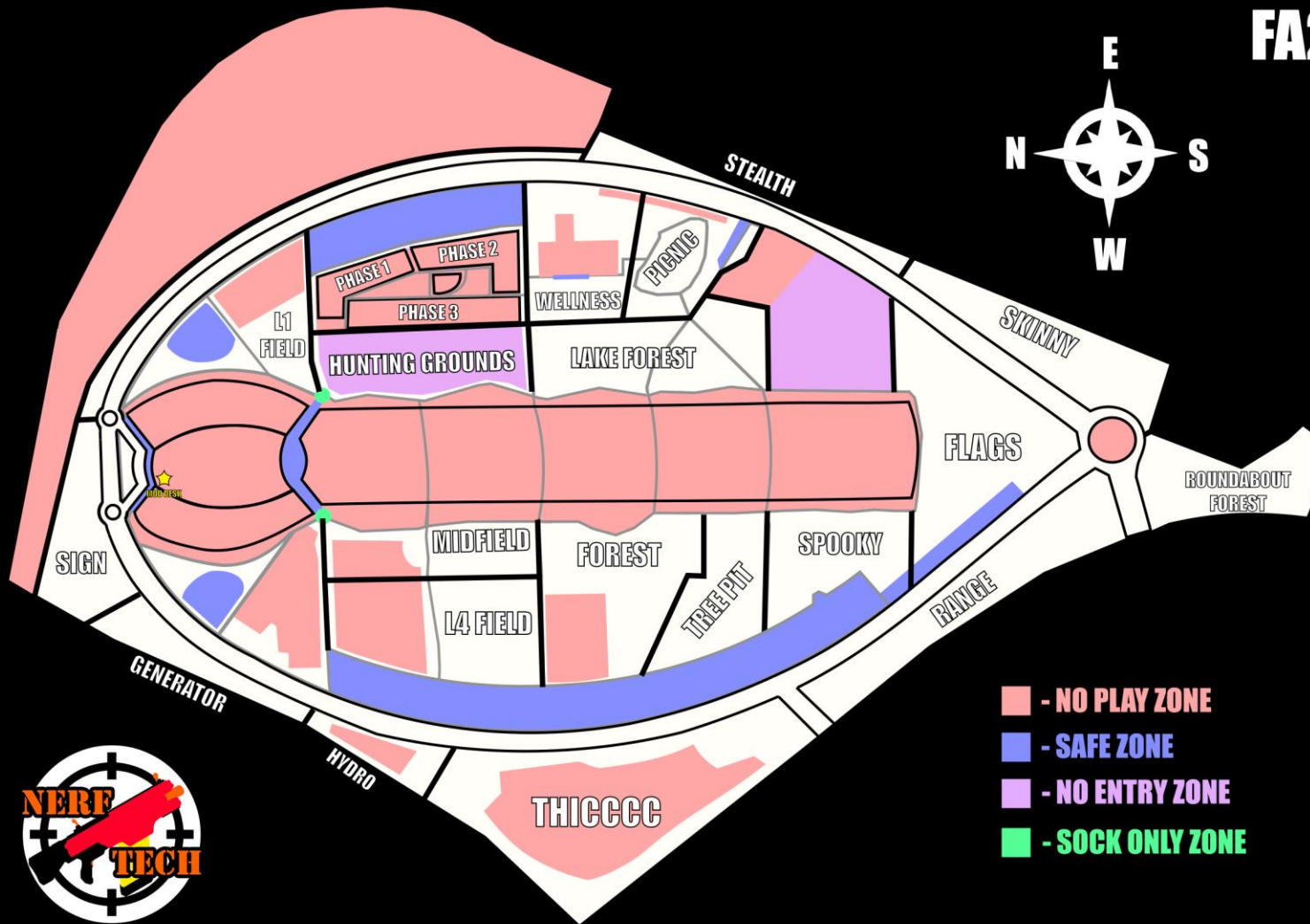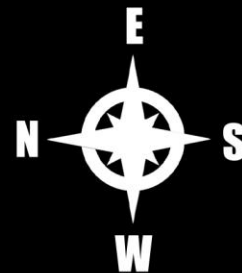
Gameplay

Map Zones

The game map is divided into zones which hold certain rules of engagement

- Play zones - Normal rules apply

- No-play zones - No play is allowed and immunity rules do not apply when entering play zones

- Safe zones - No play is allowed, applies special immunity rules
  - You may fire out of safe zones
  - Humans have 10 seconds of immunity when leaving
  - Zombies have 5 seconds of immunity when leaving, but cannot make tags for 10 seconds
  - Your car counts as a safe zone if not already in a safe zone
  - Your entire body and all equipment must be in the safe zone

- No entry zones - Do not enter.

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STEALTH

PHASE 1   PHASE 2
PHASE 3

WELLNESS

PICNIC

L1 FIELD

HUNTING GROUNDS

LAKE FOREST

SKINNY

FLAGS

ROUNDABOUT FOREST

SIGN

MIDFIELD

FOREST

SPOOKY

TREE PIT

RANGE

L4 FIELD

GENERATOR

HYDRO

THICCCC

NERF TECH

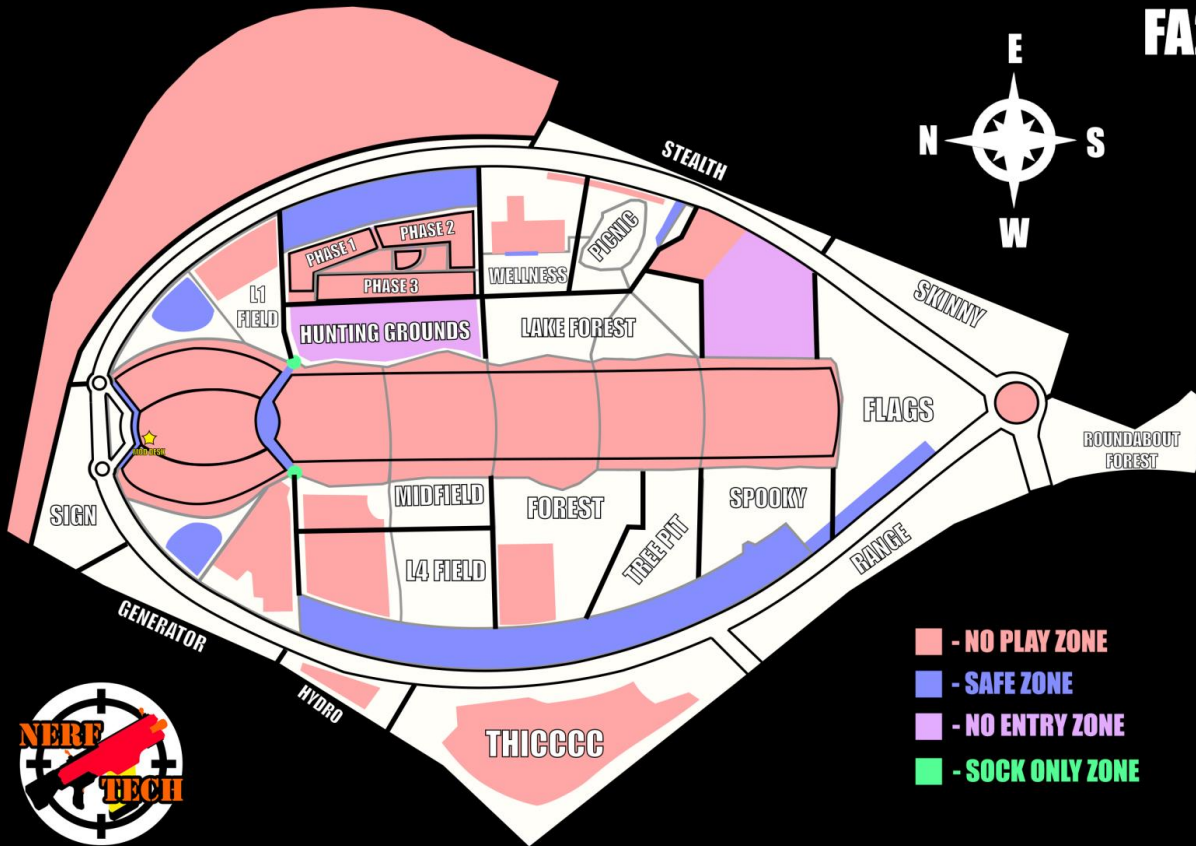- NO PLAY ZONE

- SAFE ZONE

- NO ENTRY ZONE

- SOCK ONLY ZONE

Zone Hopping

FA24

Zone hopping is abusing map zones in order to avoid playing

- You are here to play the game, try to stay in play whenever possible

Legend:
- ■ - NO PLAY ZONE
- ■ - SAFE ZONE
- ■ - NO ENTRY ZONE
- ■ - SOCK ONLY ZONE

Map labels: STEALTH, PICNIC, PHASE1, PHASE 2, PHASE 3, WELLNESS, L1 FIELD, HUNTING GROUNDS, LAKE FOREST, SKINNY, FLAGS, ROUNDABOUT FOREST, SIGN, MIDFIELD, FOREST, SPOOKY, L4 FIELD, TREE PIT, RANGE, GENERATOR, HYDRO, THICCCC

Honor

- **Factions**
  - Intentional assistance of another faction at the detriment of your own is NOT allowed
  - You may not eavesdrop comms for another faction or mods. If you hear a group using a channel, change your channel

- **Honor Duels** - Honor duels can be initiated when there is no clear answer about who was tagged out first. Honor duels should only be initiated when there is no other option.
  - Honor duels happen between one human and one zombie
  - If possible, the players should seek out a mod to officiate the duel
  - Both players will reach an agreeable distance before engaging
  - The human may use only one piece of ammo. It can be a dart, missile, or sock
    - The human may not use any other ammo, but they may pick up and reuse the fired ammo
  - If the human tags out the zombie, the human is safe, if the zombie tags the human, the human becomes a zombie
  - The winning player receives 30 seconds of immunity to leave the area
  - Spectating players are not safe and may still be tagged

Boxes and Mission Objectives

Certain missions or quests will require you to collect and move objective items

- Weight rules - certain objectives are encumbering and require special rules to carry. This will always be specified prior to mission start

- Mission objectives including items, NPCs, or areas of interest will be marked by glowsticks or lights of the following colors: Orange-Human, Green-zombie, Blue-Objective
  - Any time an objective is involved, briefings will specify how to interact with it. If you find any objective you were not told about, leave it alone

- Boxes - Each day, there will be a set of boxes hidden around the campus, if you find one turn it in at the mod desk.

Human Coin
Turned in by:
either side
Reward:
human coins

Zombie Coin
Turned in by:
either side
Reward:
zombie coins

Human Objective
Turned in by:
ONLY HUMANS
Reward:
Mission advantages

Quests

- Quests are like mini-missions
- There are two different types of quests
  - Opt-in Quests
    - These will be announced via the discord
    - You can just show up and leave whenever you want
    - Open to everyone
  - Paper Quests
    - These will be posted on a white board by the mod desk
    - You have to complete these quests beginning to end
      - If you abandon the quest, you will be penalized
    - Usually only available to a limited number of people

Missions

- **Day Missions - Each day there will be an opportunity for a short mission around noon**
  - This will be announced via discord an hour in advance
  - There will be a short grace period before and after the mission for any attending

- **Night Missions - Each night there will be a major mission**
  - The mission will start at 8pm with a grace period between 7pm and 8pm
  - These missions will give large rewards like free perks, ammo cap changes, and story progression

Human Conduct

Human Conduct

- **If a zombie is already stunned, don't shoot them again.**

- **When you become infected, DO NOT attempt to hand off your blasters to the mods**

    - **You are responsible for your equipment, and have plenty of time to walk it back to your car, your dorm, or the IST.**

Gear

- **Blasters** - any device used to launch a dart using stored energy
    - All blasters must maintain a muzzle velocity of less than 125 Feet Per Second.
    - Blasters must be sufficiently bright. All custom paint is subject to mod review
    - All blasters that are in a "pro" or "performance" line or have been customized or modded must be approved by a mod

- **Disallowed** Blasters:
    - Any blaster that utilizes pre-compressed tanks (C02, green gas, etc)
    - Any blaster firing Nerf Hyper rounds
    - Any gel-bead blasters

- **Socks** - A hand-thrown sock may be used to eliminate zombies so long as they adhere to the following rules
    - All socks must be recently cleaned (no biohazards)
    - The sock (or pair of socks) must be neatly bound into a ball and secured with tape

- **Melee** - NO melee gear outside of perks provided by event organizers

Gear Pt 2

- **Dart capacity** - The game will start with a dart capacity per blaster of 6 rounds. This will be raised or lifted throughout the week via objectives
  - While you are only allowed to have the dart limit available to fire, additional rounds may be stored on the blaster so long as a reload action is required to ready them

- **Darts** - A dart is a small foam projectile in one of the following forms: Elite, half, mega, mega XL, N1, rival, demolisher rockets (or similar foam rockets)
  - Darts may NOT be modified (i.e. "cheater darts" or any addition of foreign materials)
  - You may cut elite darts into half darts
  - Darts must consist of soft rubber and foam, no plastic

Blaster Regulations

- Treat blasters as if they are loaded at all times.
- Do not point your blaster at anything you are not intending to shoot at.
- Keep your finger off the trigger until you are ready to fire.
- Disarm all blasters when indoors.
  - Blasters must be kept in bags if possible.
  - You must remove the mag from a blaster if it uses them
  - If the battery is easily removable, remove it

Other Gear

- **Clothing**
  - Your clothing should be light enough to feel a light tap through. If you are wearing heavier gear you are still responsible for calling hits on yourself.
  - Any clothing or other carried gear will be considered an extension of your body. (I.e. if a zombie tags a blaster, the human will count as tagged)

- **Other Gear**

  - Flashlights are limited to 800 lumens and must be HELD, not mounted to your blaster or person

  - Lanterns are allowed and encouraged over flashlights.

  - If any gear, including blasters, equipment, or lanterns, are found on the ground, leave them there. If you think the gear is at risk of damage, you may notify a mod of it's location

  - Remote Activation - devices such as drones, sentry turrets, or anything resembling claymores, mines, grenades, etc. are not allowed.

  - Mods reserve the right to review and disallow any piece of gear at any time during the game

What Makes you Human

- **Bandanas** - humans must wear their bandana on their arm at all times while in play
  - The bandana must be worn between the shoulder and elbow
  - The bandana must be worn over all gear/clothing and must remain clearly visible

- **Player ID** - Each human will be provided with a player ID card, which contains a number used to log infections. You should keep this card with you at all times. If it is lost, you should contact a mod immediately to get a replacement

Infections

- **Infections** - When a human is tagged by a zombie or perk zombie, they will perform the following steps
  - Follow the zombie safely out of play
  - Supply the zombie with your human ID card
  - Move your bandanna from your arm to your neck. At this point, you will be considered a zombie
  - If you are tagged **during the day**, you will begin playing again after one hour. If you are tagged **during a mission**, you should obtain the respawn timer from another zombie and respawn with that timer
  - If you are not officially logged as a zombie after one hour, or after one hour of the end of a mission, the tag is nulled, and you may continue playing as a human

Human Stun

Certain zombie perks or bosses will inflict Human stun. When hit:

- Take a knee
  - You may rotate in place but not move significantly
- You may use your blaster and socks to defend yourself
- In order to recover from human stun, another human must place their hand on you for 5 seconds
  - If this condition is not met for 30 seconds you may recover yourself

- You will be notified if a mission contains human stun before entering the mission

Human Perks

Humans may purchase perks with any collected human coins. Perks will be available each night before grace period, or occasionally from wandering merchants

- **<u>Vaccine</u>** - This perk is a one-time denial of a tag. Upon being tagged while holding a vaccine, the user will give the zombie their vaccine and have 30 seconds of tag immunity. Can be held all week long until used.

- **<u>Plot Armor</u>** - Rather than being infected by a tag, users will be granted 2-3 flags to attach to their waist. Zombies must pull at least one flag to infect the user.

- **<u>Mini plot</u>** - The user of this item can still be tagged by normal zombies and juggernauts, but is immune to swords and spitters.

- **<u>Danger close</u>** - User is equipped with a beacon and a walkie talkie. Upon placing the lit beacon, they can use the radio to call "danger close." I mod will then rush through the area with a high capacity blaster to 'bombard' the zone.

- **<u>Fully Loaded</u>** - One human with this perk can ignore the dart limit during a mission

- **<u>Cure</u>** - Instantly granted to a consenting zombie upon majority human nomination. These are not carried by an individual but rather granted as mission rewards. Occasionally these may be purchased and used as the holder desires. Zombies must always consent to being cured.

- **<u>Silencer</u>** - User is granted a single-shot bazooka. If a perk zombie is hit with this blaster the perk is permanently removed from that zombie.

Zombie Conduct

What makes you inhuman

- **OZs** - The game will start with a number of patient zeros called OZs. Any player can apply to be OZ at any time before the game starts. OZs are chosen randomly by mods
  - OZs are responsible for general leadership of the zombie faction by rallying the horde for missions, arranging dart turn-ins, and distributing purchased perks

- **Bandanas** - Zombies must wear their bandana around their head or neck at all times while in play
  - While on the head or neck, the bandanna must be worn visibly over all clothing and hair

Stuns

- Whenever hit by any dart or sock a zombie must follow these steps
  - Immediately stop advancing towards the human
  - Pull your bandana down to your neck to show you are stunned
  - Turn around and exit play as quickly as possible
  - Stay out of area of play for the extent of your stun timer

- Repeatedly approaching or interfering with play while stunned may result in a ban

- Manipulating your stun for a competitive advantage (I.E. waiting to respawn with other z's) will result in a ban

- Boomer Cone - Certain missions may involve a large "boomer cone"
  - Any zombie who touches this cone may enter play immediately

Infections

- **Infections** - When a zombie tags a human, they should perform the following steps. NOTE: a zombie may make only ONE tag every 30 seconds
  - Take note of the tagged human, identify yourself as the zombie who tagged them, and step out of play with the human

  - Take Human ID from the human and keep it safe. If you lose the ID you cannot register the tag. If the human refuses to provide an ID seek out a mod immediately

  - Inform the new zombie of the zombie stun timer

  - Once a zombie makes a tag they have one hour to log the tag. If they make a tag during a night mission, they have one hour after the end of the night mission to log the tag

Zombie Perks

Zombies may trade 50 collected darts for a zombie coin. The dart turn-in and perk purchases should be arranged by your OZ's

- **Spitter** - Ability to tag normally is replaced with a single dodgeball. This can the thrown and collected until user is stunned by humans. Humans may not interfere with a grounded ball. Ball will infect until it touches the ground (ricochet = multi-tag). Only spitters may touch dodgeballs (other zombies may not reload spitters). Cannot infect Plot Armor users.

- **Juggernaut** - Highlighted by a high-visibility vest, juggs are immune to all darts. Juggs can only be stunned by socks, nerf rockets and Mega XL.

- **Sword** - Ability to tag normally is replaced by a full length pool noodle. This extended reach can also block darts/socks if you're lucky (DO NOT BEND THE SWORD). Cannot infect Plot Armor users.

- **Shield** - Provided with a shield to protect from ALL projectiles. User may still infect with normal tags.

- **Zedic** - Wears a boomer cone on their head and may act as one. May revive one zombie at a time, loudly counting to ten seconds. Stunned zombies must remain out of play and Zedic will beckon them over one by one.

- **Bowler** - ability to tag is replaced with a large yoga ball. This can be thrown and collected while in play. The ball will infect any it touches, and it remains live while rolling across the ground. The Ball can also act as a shield while being held. Only bowlers may touch the yoga ball
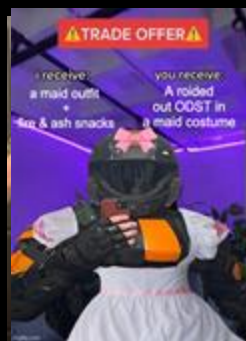
Meet the Team

Eugene
President

Eli
Vice Pres

Alex
Secretary

Xavier
Treasurer

Micah
Senior Mod

Ethan
Head Mod

Joe
???

Andrew
GD

Danny
GD

Chris
GD Head

Nico
GD

Mods

Mods have the final say on all items. Please do not argue with your mods

Mods are identified via pink bandanas. Do not wear pink bandannas/lights if you are not a mod

When in Doubt, Always Remember:

Sportsmanship

Honor

Integrity

Teamwork

Rules Quiz

Required to play

Grab Your ID and Bandana

Required to play

1. You should be registered on the server
2. If you have not had your account activated see a mod
3. You must wear your bandana and have your Player ID on you <u>AT ALL TIMES</u>.

NOTE: You will use the <u>HvZ Discord</u> throughout the week. Keep and eye on them!

Remember: Rule #1 - Don't Be a Schmuck
Rule #2 - Have fun or something