

HvZ One-Day

Mann Vs Machine



What is HVZ?

HvZ a campus-wide game of tag with blasters. The humans will be doing their best to survive and complete their objectives, while the zombies chase the humans, and attempt to infect them to grow the horde.

This game is a one-day event, with no downtime. It is the humans' responsibility to stay armed and ready whenever going to get food, box hunting, completing missions, quests, etc.

There will be 3 day missions and 1 night mission.

There will be side objectives, boxes, and quests for when those missions aren't happening.

Important Reminder

Despite the theme of this game and the common lingo used to refer to both blasters and real steel firearms, the two must be separated for the sake of this club and game.

What we use and the words we use are “blaster” and “dart”. We do not use guns or bullets, so those two words should never be uttered in the game.

Should you make this mistake, you will be gently reminded by possibly ever player in a quarter mile radius.

Rule Number 1:

Don't be a ~~SCOUT~~ 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 BOSTON BASHER.



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 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 the club and potential escalation to campus authorities.

Bounties

Bounties and targeting of specific players is bannable. If a player feels targeted, they are to take their concerns to a moderator, and they will step in.

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

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. This includes not entering areas that are in play but pose safety hazards. Be aware of your surroundings.

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

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.

If stopped, cease all gameplay operations while the current situation is being sorted out. Please report any failure to adhere to this to a moderator.

Being tagged while stopped by any campus authority will NEVER count against you.



Serious Emergency

In the Event of a serious emergency, contact
911 and *then* the moderators.

University Police Number: (863) 874-8472
(Specify that you are at Florida Poly)

CANCEL (O)



FIND A GAME



LOADOUT

STATS

>> SOLDIER

Blaster Regulations

Lights & Loadouts

Blaster Specs

A B C D



General Conduct

Honor Duels

MANN Conduct

Machine Conduct

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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

Socks can be used to stun zombies as well

- Socks must be clean, no biohazards please

- A sock must be firmly balled up and bound with tape. They must be a sock majority. They aren't "tapes".

Lights & Loadouts

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Lights & Loadouts

Moderators have the right to review and disallow equipment at any time during the game.

If you're unsure if equipment meets our standards, bring it to the moderators.

Flashlights cannot be mounted on blasters or equipment

Flashlights are limited to a maximum of 800 lumens.

Lanterns are allowed and encouraged over flashlights

No lights, regardless of lumens, are to be shined at eye level.

Remotely triggered or controlled devices such as drones, sentry turrets, or anything resembling claymores, mines, grenades, white phosphorus, flashbangs, napalm, Agent Orange, etc. are not allowed.

Any and all worn equipment, clothing, etc. on your person will be treated as an extension of your own body (If a zombie grabs your blaster, you're dead, kiddo).

Blaster Specs

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Any and all worn equipment, clothing, etc. on your person will be treated as an extension of your own body (If a zombie grabs your blaster, you're dead, kiddo).

Blaster Specs

The maximum muzzle velocity is 130 FPS

All orange parts must stay orange, and the blaster overall must be sufficiently bright. ALL PAINT JOBS MUST BE REVIEWED.

All non-Nerf and modified blasters must be brought to a mod workshop or to a senior mod to be approved for gameplay. The same applies to ALL "Performance" or "Pro" blasters, whether Nerf branded or not.

Darts cannot be modified, and the only permitted ammo types are: Elite Darts, Mega Darts, Mega XL, N1, Half Darts, and Demolisher Rockets. No hyper, no straw darts, no gel beads. (Cut down full length darts are fine)

No human melee, unless explicitly stated

No Pre-compressed gas blasters (CO2, Green Gas, etc.)



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General Conduct

Your faction bandana should always be clearly visible. It must **ALWAYS** be worn.

Keep the shouting, profanity, etc. to a minimum.

Treat other players with respect. This is a game.

Don't involve non-players in any way, shape, or form.

If non-players involve themselves, seek out a mod at once so we can put a stop to it.

Do not assist other factions. This is an immediate bannable offense.

If you want to leave the game, contact a moderator to be removed from play permanently.
This cannot be undone.

No wheeled transportation is permitted during the game.

Do not block the mod cart

Honor Duels

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Do not block the mod cart

Honor Duels

If you have any dispute regarding “who got whom first,” Find a mod and solve it with an Honor Duel:

- I. Honor Duels happen between one human and one zombie.
- II. Honor Duels begin when both players are at an agreeable distance from each other.
- III. Spectators are NOT safe (all players should give the duel some space)
- IV. Human player gets ONE (1) projectile (sock OR dart OR nerf missile or whatever. Their choice). Humans are allowed to pick up their one piece of ammo that has been used and reuse it during the duel. No other ammo may be used.
 - I. Zombie players try to tag the human.
 - II. The winner gets 30 seconds immunity to escape

MANN Conduct

II. The winner gets 30 seconds immunity to escape

MANN Conduct

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

A tagged human is considered "Out-of-play" for twenty minutes before they become a Machine.

When you become infected, DO NOT attempt to hand off your blasters to the mods. You are responsible for your equipment

If a zombie fails to input your game ID after one hour of being tagged or one hour at the end of a mission, you will continue play as human.

At the start of the game, there will be a 6-dart mag capacity. Not 6 + 1 in the chamber. If you are suspected of going over this limit, a moderator will inspect your mags.

This mag cap is not constant, you will be informed when it is increased.

Machine Conduct

At the start of the game, there will be a 6-dart mag capacity. Not 6 + 1 in the chamber. If you are suspected of going over this limit, a moderator will inspect your mags.

This mag cap is not constant, you will be informed when it is increased.

Machine Conduct

A stunned zombie is considered “Out-of-play” for a predetermined number of minutes before they must return to play

Stunned zombies must move their bandana down around their neck and remove themselves from the immediate area of play

They must also refrain from taking part in the game in any way (includes Discord) while stunned. Re-Dead Men Tell No Tales.

The “Z Stun Timer” will be announced throughout the day and at the beginning of missions

Upon tagging a human, the zombie should take their game ID, and enter the code printed on it in Discord. If you fail to do so after an hour, the Human will become uninfected. This hour begins after mission end if a tag occurs mid-mission

You may only tag one human per 30 seconds.

Zombies collect darts, socks, and other human projectiles for currency. 50 projectiles are 1 Z Coin, and the stacks of 50 can be brought to the mod desk for coin redemption.

That said, if a human socks you, and requests their sock back, GIVE THEM THE SOCK BACK. The same goes for personal Darts.



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>> SOLDIER

Blaster Regulations

Lights & Loadouts

Blaster Specs

A B C D



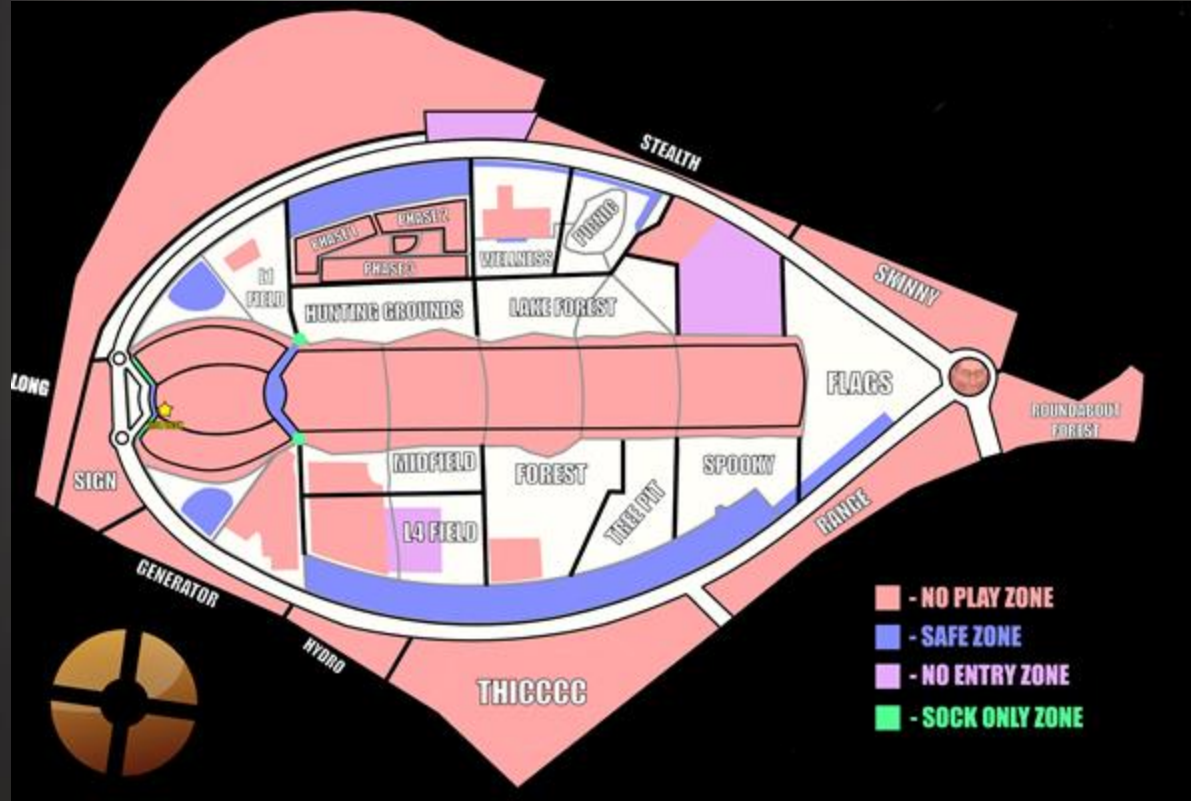
General Conduct

Honor Duels

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>> No Play Zones

These zones are indicated by a red color.

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

These are not to be used to avoid combat.

>> Safe Zones

No play is allowed, applies special immunity rules, indicated by a blue color.

You may fire out of safe zones.

Humans have 5 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. All parking lots are safe zones.

Your entire body and all equipment must be in the safe zone.

>> No Entry Zones

These zones are indicated by a **Purple** color.

Do not enter any of these zones under *ANY* circumstance.

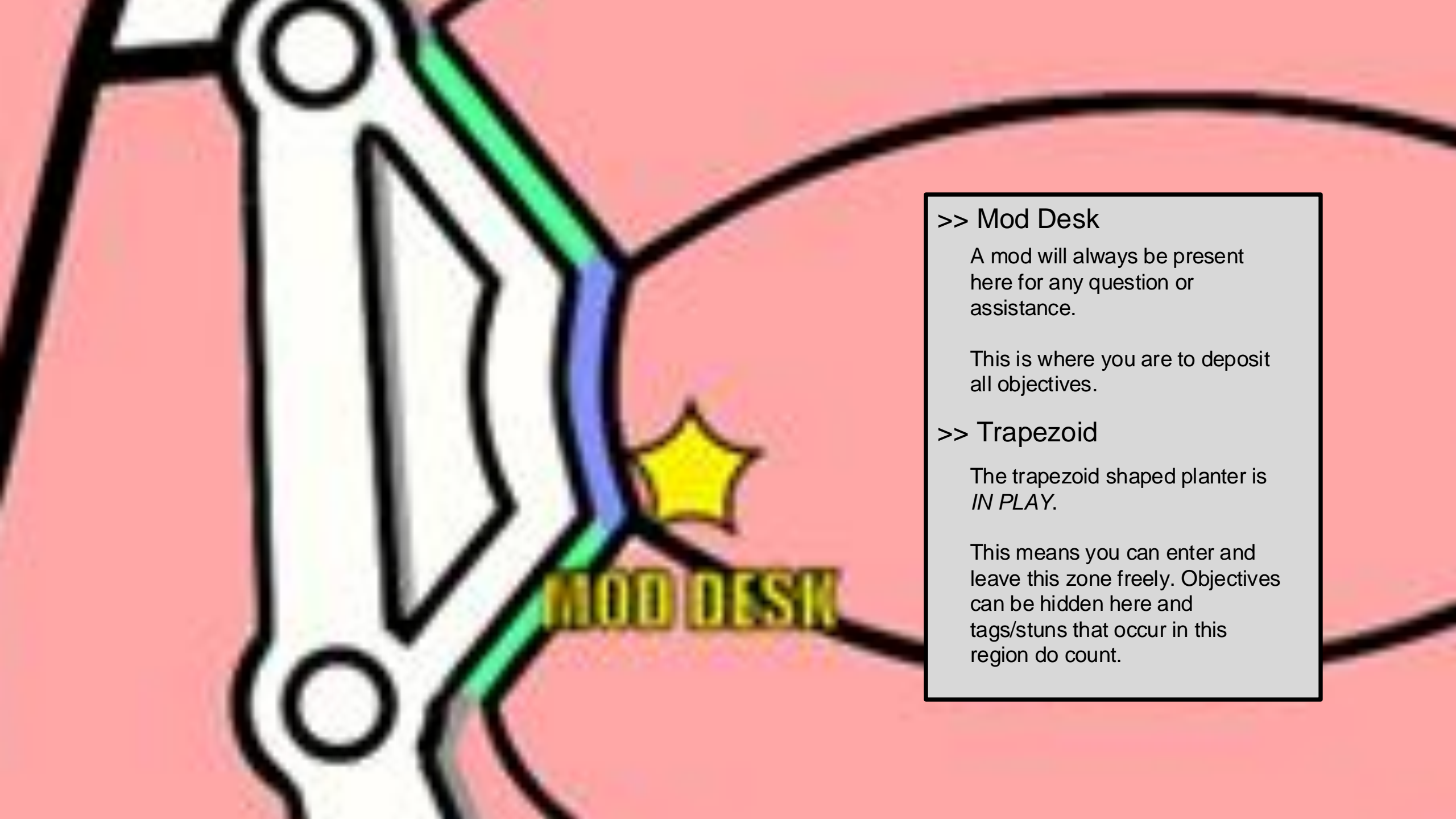
Failure to adhere to the no entry areas is a bannable offense.



>> Sock Only Zones

These zones are indicated by a **green** color.

Only socks are permitted for use in these areas.
Under no circumstances should a blaster be
used. Do not fire into these regions.



>> Mod Desk

A mod will always be present here for any question or assistance.

This is where you are to deposit all objectives.

>> Trapezoid

The trapezoid shaped planter is *IN PLAY*.

This means you can enter and leave this zone freely. Objectives can be hidden here and tags/stuns that occur in this region do count.

Mission Objectives

This game utilizes predominantly boxes, bins, and bottles for objectives throughout missions. The objects themselves don't hold much relevance, but there are some carrying Criteria you will hear:

- Light – Player may run and defend themselves while transporting it
- Heavy – player CANNOT run, but can defend themselves while transporting it
- Super Heavy – Player CANNOT run or defend themselves while transporting

• Two person – Requires two players to transport
Players may see a combination of carrying criteria as well. This information will be given in mission briefs. Objectives must always be carried in plain sight. You may not place them in bags, under clothing, etc. Should you be stunned or

Boxes, Box Hunting, and Economy

Throughout the day various boxes will be hidden about in-play areas, they look something like this:



Unlike our usual HvZs, there will be NO human coins this game. If humans want to amass perks, they MUST box hunt, as it is the only way to do so. Players who find boxes are to bring it to the mod desk. If you find a box, the perk is yours. Handing it over to another player is a schmuck move. You will not know how many boxes are placed at once. and they may or may not be replenished. When transporting, boxes must be in plain sight. Should you be infected or stunned, place the box at your feet.



OFFENSE



DEFENSE



SUPPORT



CANCEL (O)



FIND A GAME



LOADOUT

STATS

>> BACKPACK



SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



Sword

Tier II Perk

Machine trades normal tagging for a sword

Being popularized by a mythical "Cam" creature, these Machines turn to extended reach to cleave down Mann forces. Reduced stun timer

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK

**SPITTER**

Tier III Perk

Machine trades normal tagging for a Throwable Ball

These Machines Aren't Quitters. Don't ask what the ball is made of. It's better if you don't know. Spitters can use each others' Projectiles. Nobody else can touch their balls. Can Multikill Off of Bounces

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LOADOUT

STATS

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



Juggernaut

Tier I Perk

Machine is Impervious To small Blaster Fire

Some rogue Machines found some Durable metal plating. For Lore purposes, this does not slow them down. Can be taken down with Socks or mega XL Only.

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LOADOUT

STATS

>> BACKPACK



SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



BANSHEE

Tier II Perk

Machine is Impervious To Socks, and Can throw socks

Ever get tired of getting socked by Mann? Get pissed off instead! Take their Socks and throw them right back at'em! Socks that hit Humans inflict Human Stun

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>> BACKPACK

☐ SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



Shield

Tier I-III Perk

Upgradable Shield that Blocks (Almost) All Mann Munitions

Constructed from the Corpses of fallen Machines, this shield yield to no dart, sock, or missile. The Machine may tag with the off-hand but **DO not shield bash. Mann is also not to grab the shield as to displace it.**

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



Snail

Tier II Perk

Upon Stun, Machine is invulnerable for 10 seconds, but may only walk with arms outstretched

Remember that Indestructible snail that knows where you are at all times and is always chasing you? Yeah, it's this. Upon Being stunned, drop bandana, outstretch your arms "Thriller" style, and count out Loud the invuln timer.

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



Zedic

Tier II Perk

Machine Healer can up non-Perk Machines

While Alive, the Zedic can call over downed Machines one at a time and count to 10 out loud to bring the machine back online. Downed Machines are not to approach until called, and should treat the Zedic like a Mann, and **STAY AWAY**. If there are issues with crowding the Zedic, the perk can be stripped in mission.

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



Wallbreaker

Tier II Perk

Machine is Given a Full boomer cone to be dropped when stunned

Machine has a one-time drop boomer cone at the start of the mission. This Machine may not tag while carrying the cone. Where the cone is dropped is where it stays for the rest of the mission. Becomes a regular Machine after dropping the cone.

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

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**COMMANDO**

TIER II PERK

MANN IS GIVEN A SHORTENED SWORD

RESERVED FOR THE MOST RUTHLESS MANN HAS TO OFFER.
COMMANDO NEED ONLY USE THE BLADE. NO SOCKS. NO
BLASTERS. ONLY SWORD. NO THROWING THE SWORD. THIS MANN
CAN DEFLECT SPITTER BALLS, PIERCE SHIELDS, STUN
JUGGERNAUTS, AND PARRY MACHINE SWORD STRIKES

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



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LOADOUT

STATS

>> BACKPACK



SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK



PLOT ARMOR

TIER III PERK

STANDARD TAGS WON'T WORK, YOU'RE WORKIN WITH
FLAGS

NORMAL ZOMBIES WILL NOW HAVE TO PULL A FLAG AT EITHER
SIDE OF YOUR WAIST TO INFECT YOU. ONLY ONE NEED BE
PULLED. FUNCTIONALLY INVULNERABLE AGAINST SWORDS BUT
BEWARE THE SPITTER, THEY CAN STILL INFECT YOU!

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STATS

>> **BACKPACK**

SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS



SORT BACKPACK

**FLASHBANG!**

TIER 1 PERK

THINK FAST CHUCKLENUTS

THIS MANN IS EQUIPPED WITH A GLOWSTICK ON A NECKLACE. WHEN THE GOING GETS TOUGH, BE A COWARD AND CRACK THE GLOWSTICK AND PUT IT ABOVE YOUR HEAD TO ACTIVATE 30 SECONDS OF IMMUNITY. YOU CAN'T DO ANYTHING WITH OBJECTIVES IN THE INVULNERABLE STATE, BUT YOU CAN SAVE YOUR BACON. FOR MACHINES, YOU ARE NOW INVISIBLE. IF THE GLOWSTICK ISN'T ABOVE YOUR HEAD, YOU'RE SOL. AND A MACHINE.

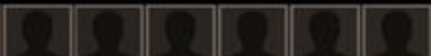
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STATS

[SHOW STOCK ITEMS](#)

?

SORT BACKPACK

TIER 1 PERK

ROADBLOCK TO STOP ALL MACHINES

ALL MACHINES ARE INCAPABLE OF PASSING THIS MEASLY POOL NOODLE ON THE GROUND. WE'RE NOT SURE WHY BUT STEPPING OVER IT SEEMS TO SHUT THEM DOWN. WEIRD. CAN BE PICKED UP AND PLACED AGAIN TO THE DISCRETION OF THE MANN THAT HAS IT.

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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS



SORT BACKPACK



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SHOW STOCK ITEMS

SEARCH:



NO ITEM BORDERS

SORT BACKPACK

**BUCKLER**

TIER II PERK

THE BEST OFFENSE...

THIS MANN IS EQUIPPED WITH A PERFECTLY AVERAGE AND SUFFICIENT SIZED SHIELD. (IT'S SMALL). IT CAN BE USED TO BLOCK INCOMING SPITTER BALLS, BANSHEE SOCKS, AND SWORDS STRIKES. A REGULAR MACHINE TAG WILL STILL OBLITERATE YOU THOUGH. DON'T THINK ABOUT IT TOO HARD, WE DON'T KNOW EITHER.

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Human Stun

Certain zombie perks or bosses will inflict incapacitation.

When hit:

- Take a knee.
- You may rotate in place but not move significantly.
- You will be notified if a mission contains human stun before entering the mission.

When incapacitated, you can't use blasters, socks, or any other means of defense for 10 seconds. After 10 seconds, you're back up.

Battleye Anti-Cheat. Bans.

One warning will be given to players if they break a minor rule. More major offenses or repetitive minor offenses can result in a ban.

Back-talking to a moderator when they have issued a ruling will be considered a repeat offense and result in a ban.

Bans are final, once issued.

A banned player will not be allowed to play for the remainder of the game.

Rules will be very strictly enforced with this game, given the invitational nature.

Addendums and Closing Remarks

1. Overall rules are subject to change up until the beginning of the game, but not during.
2. During an emergency, all gameplay – including the rules – will be suspended in the area of the emergency.
3. Rules are not enforced off-campus, but it is expected that all players will maintain good sportsmanship and integrity, in keeping with the spirit of the game at all times.
4. If you have questions about the rules, come to us for clarification. We are the authority on the rules, not your fellow players. Unless they are wearing a mod bandanna, they are not a mod.
5. Mod rulings are FINAL. If you don't like them, take it up privately after the mission, quest,

When in Doubt, Always Remember:

Sportsmanship

Honor

Integrity

Teamwork

