## >> HvZ\_SP25



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## 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.





>> Bullying and Hazing: >> 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 [REDACTED] ban hammer.

>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.

>> Code of Conduct

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

>> 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. 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.

>> 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.

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.

>> cls

>> 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.

>> cls

>> Acceptable Terminology

Your tools while engaging in the game are to be referred only as **BLASTERS** which are capable of firing **DARTS**.

Under no circumstances should you be using the words "Gun", "Bullet", "Firearm", etc. while playing the game. These are not what you use, so don't call your blasters or darts anything else.

Should you make this mistake you will be gently reminded by quite possibly every player taking part in the game around you.

>> cls

### 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



#### >> Lakes Part 1

**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 the dart. Further actions or penalties arplay. Seek out the nearest mod and aid them in retrieving e dependent on mod ruling.

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

>> Lakes Part 2

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.

>> Hours of Play

All gameplay between the hours of 12 am and 6 am are prohibited by campus police.

>> Roads and 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.

>> Infil and Exfil Protocol

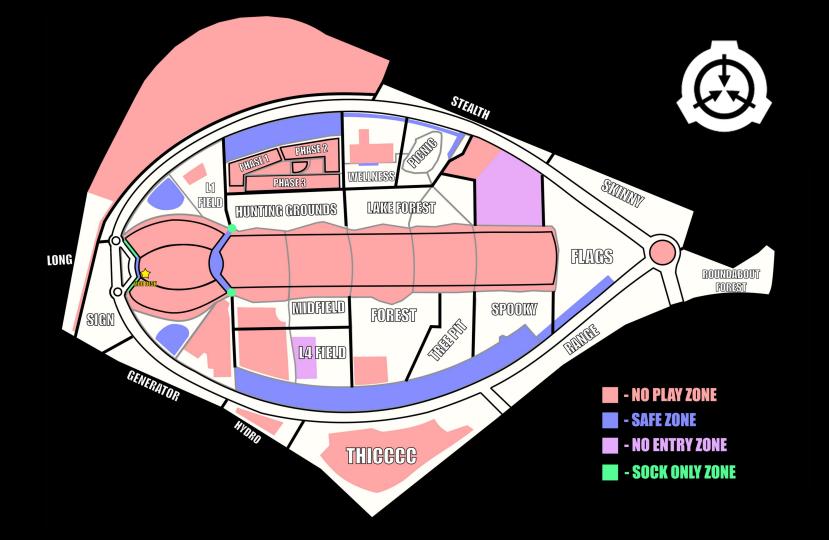
While on campus, you are not allowed wheeled transportation. If you have a car, you should only be using it to leave or get to campus.

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.



Area of Operation and Objectives





>> Safe Zones

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

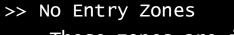
You may fire out of safe zones.

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.



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.





>> Mod Desk

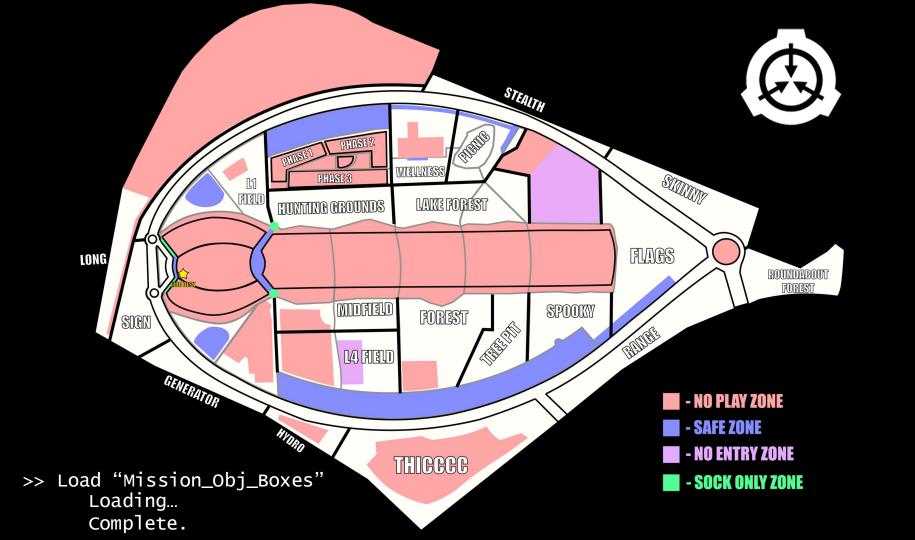
A mod will always be present here for any question or assistance.

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.



# Boxes and Mission Objective Terminal

>> Load Objective\_Boxes sortBy Faction

Human Coin Box:

Can be retrieved and returned by either faction. Rewards humans with coins or offers coin denial if turned in by SCP-049-2 (Zombies).

Zombie Coin Box:

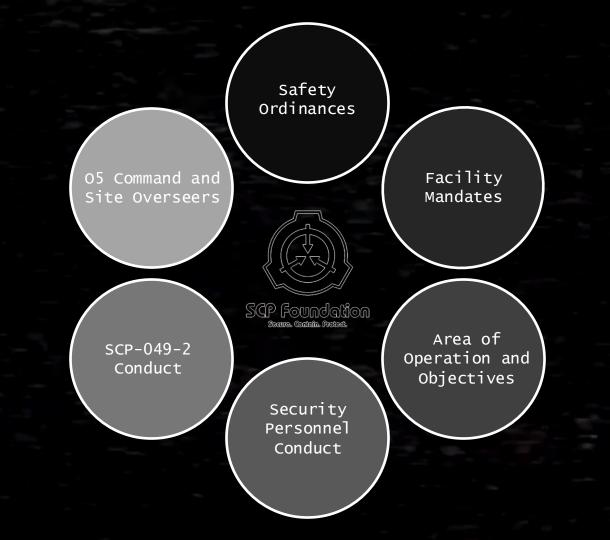
Can be retrieved and returned by either faction. Rewards SCP-049-2 with coins or offers coin denial if turned in by humans.

Human Objective Box:

Cannot be interacted with by SCP-049-2. Humans must turn in for perks, mission intelligence, etc.

## Mission Brief Icons





>> Honor Duels Part 1

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. Spectating is allowed but is not safe.

If possible, the players should seek out a mod to officiate the duel.

Both players will reach an agreeable distance before engaging.

>> Honor Duels Part 2

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.

>> Faction Expectations

Intentional assistance of another faction at the detriment of your own is NOT allowed.

You may not eavesdrop comms from another faction or moderators. If you hear a group using a channel, change your channel.

If you suspect somebody is listening in on communications from the opposing faction, report it to the moderators immediately.

#### >> Human Conduct

If a zombie is already stunned, don't intentionally shoot them again. This is punishable when the act is blatant. If your Perses happens to hit a zombie a couple of time it is considered incidental.

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

>> Authorized Munitions

#### Blasters:

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.

Should your blaster meet these requirements, it is cleared for engagement.

>> Unauthorized Munitions

Any blaster that utilizes pre-compressed tanks

Any blaster firing Nerf Hyper rounds

Any gel-bead blasters

Any blaster deemed by a senior mod or head mod to be unfit for play

Should a mod disapprove your blaster, it is final. Do not argue with the decision. If you disagree, **POLITELY** take it up with the head moderator.

>> Throwables and Melee

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 is **NOT PERMITTED** unless provided by way of perk by the moderator.

- >> Dart Cap
  The game will start with a dart capacity per blaster
  of 6 rounds. This will be raised or lifted throughout
  the week via objectives. Additional rounds may be
  stored on the blaster so long as a reload action is
  required to ready them.
- >> Acceptable Darts

  Permitted ammunition types are: Elite, half, mega,
  mega XL, N1, rival, demolisher rockets. Darts may NOT
  be modified, however you may cut elite darts into half
  darts. Darts must consist of soft rubber and foam, no
  plastic. Once again: NO HYPER. NO GEL BEADS.

>> Indoor Blaster Conduct

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.

>> Clothing and Miscellaneous Gear Part 1
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. (its if a zombie tags a blaster, you're tagged kiddo).

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 its location.

>> Clothing and Miscellaneous Gear Part 2
Flashlights are limited to 800 lumens and must be
HELD, not mounted to your blaster or person. No
headlamps. Light up shoes are encouraged. Lanterns are
allowed and encouraged over flashlights.

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

Note From Slide Creator: Don't get witty, I promise you will not suggest something the mods haven't heard a hundred times.

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

>> What Makes you Human

Humans must always wear their bandana on their arm while in play. The bandana must be worn between the shoulder and elbow and must be worn over all gear/clothing and remain clearly visible.

Each human will be provided with a player ID card, sent to your DM via bot which contains a number used to log infections. You should always have access to this card. If it is lost, you should contact a mod immediately to get a replacement.

>> Incapacitation (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 stunbefore 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.

>> Human Specialization

Humans may purchase perks with any collected human coins. Perks will be available each night before grace period, or occasionally from wandering merchants. Note that perks are NOT guaranteed, and the following list will not always be available in its entirety.

Secure. Contain.
Protect.

**Vaccine** 

**Plot Armor** 

**Fully Loaded** 

Cure

**Sentry** 

Secure. Contain.

Protect.

**Plot Armor** 

**Fully Loaded** 

Cure

Sentry

#### **Vaccine**

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. NOT STACKABLE.



Secure. Contain. Protect.

**Vaccine** 

**Fully Loaded** 

Cure

Sentry

#### **Plot Armor**

Rather than being infected by a tag, spitter ball, sword, etc., users will be granted 2-3 flags to attach to their waist. Zombies must pull at least one flag to infect the user.



Secure. Contain.
Protect.

**Vaccine** 

**Plot Armor** 

**Cure** 

Sentry

#### **Fully Loaded**

One human with this perk can ignore the dart limit during a mission.



Secure. Contain.

Protect.

**Vaccine** 

**Plot Armor** 

**Fully Loaded** 

Sentry

#### Cure

Instantly granted to a consenting zombie upon majority human nomination. These are not carried by an individual but rather granted as mission rewards to the faction. Zombies must always consent to being cured.

OZs cannot be cured.



Secure. Contain. Protect.

**Vaccine** 

**Plot Armor** 

**Fully Loaded** 

**Cure** 

#### Sentry

An automatic turret (very dumb mod with blaster) that will follow your commands, you may need to provide blaster and/or ammo.



Commando Flashbang Heavy **Ammo Cache** 

#### **Commando**

Human receives a short sword. The sword can be used to stun juggernaut zombies, pierce zombie shields, deflect spitter balls, and parry Z sword strikes. Commandos CANNOT use socks, blasters, etc. There is only sword. Don't throw sword.



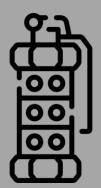
**Flashbang** 

Heavy

**Ammo Cache** 

#### **Flashbang**

The human is given a glowstick necklace.
Upon cracking this and holding it in the air,
they receive immunity for 30 seconds or until
they drop the glowstick. Human is out of play
during this time. The glowstick must clearly
be overhead before immunity begins.



**Commando** 

Heavy

**Ammo Cache** 

#### Heavy

Human receives a durag and immune to all regular zombie tags. This human is only susceptible to spitter, sword, juggernaut, shield, bowler, and snail.



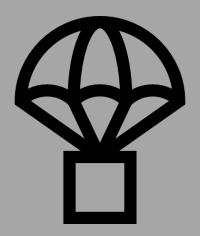
**Commando** 

**Flashbang** 

**Ammo Cache** 

#### **Ammo Cache**

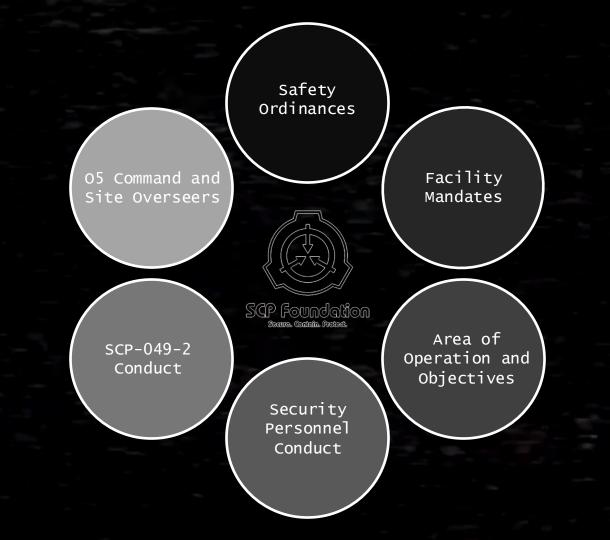
Humans can call in an airdrop ammo cache of darts, socks, etc. mid-mission for resupply.



**Commando** 

**Flashbang** 

Heavy



>> Infections
 When a human is tagged 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 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.

>> Inhumanity

The game will start with several patient zeros called OZs.

OZs are responsible for general leadership of the zombie faction by rallying the horde for missions, arranging dart turn-ins, and distributing purchased perks.

Zombies must always wear their bandana around their head or neck while in play.

While on the head or neck, the bandanna must be worn visibly over all clothing and hair.

>> Zombie Stun Part 1
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 stuntimer.

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

>> Zombie Stun Part 2

Manipulating your stun for a competitive advantage (I.E. waiting to respawn with other z's) will result in a ban. That's to say, if you wait an additional 2 minutes to put your bandanna up past when you were supposed to, that's schmuckery.

Certain missions may involve a large "boomer cone". Any zombie who touches this cone may enter play immediately regardless of stun timer.

While stunned, you may NOT communicate with zombies that are up. This includes texting, Discord, and social media dms. Re-dead men tell no tales.

>> Growing the Horde
When a zombie tags a human, they should perform the
following steps:

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.

>> UN-Growing the Horde

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.

Failure to log a tag in this timeframe will result in the tagged player rejoining the humans, and your tag will not count.

Additionally, a zombie may make only ONE tag every 30 seconds. Chain tagging will not result in multiple infects.

#### Windows

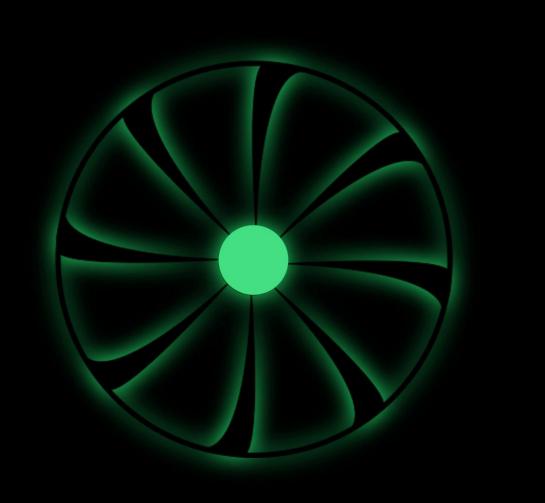
An error has occurred. To continue:

Press Enter to return to Windows, or

Press CTRL+ALT+DEL to restart your computer. If you do this, you will lose any unsaved information in all open applications.

Error: OE: 016F: BFF9B3D4

Press any key to continue \_





>> (SCP-049-3) Name: "Spitter" Class: Apollyon

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.

Only spitters may touch dodgeballs (other zombies may not reload spitters). Functionally cannot infect Plot Armor users.

>> (SCP-049-3) Name: "Juggernaut" Class: Keter

Highlighted by a high-visibility vest, juggernauts are immune to all darts. This instance of SCP-049-3 can only be stunned by socks, nerf rockets and Mega XL.

>> (SCP-049-3) Name: "Shield" Class: Keter

Provided with a shield to protect from ALL projectiles. User may still infect with normal tags. Commando's blade can pierce the shield.



>> (SCP-049-3) Name: "Sword" Class: Keter

Ability to tag normally is replaced by a full-length pool noodle. The sword can be used to deflect darts and socks so long as the sword isn't being bent. Functionally cannot infect Plot Armor users.



>> (SCP-049-3) Name: "Zedic" Class: Keter

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. IF OUT OF PLAY ZOMBIES CONTINUE TO CROWD ZEDIC THE PERK WILL BE STRIPPED.

>> (SCP-049-3) Name: "Banshee" Class: Keter

Is immune to socks. Can pick up thrown socks and throw them back to inflict human stun - marked by a red jersey.

>> clr

>> (SCP-049-3) Name: "Bowler" Class: Keter

Ability to tag is replaced with a large yoga ball. This can be thrown and collected while in play. The ball will stun 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



>> (SCP-049-3) Name: "Snail" Class: Apollyon

Wears a high visibility orange overshirt. Acts as a normal zombie, until struck by any human ammo type. Once hit, instead of immediately being stunned they will enter a 10 second state of invulnerability in which they may only walk. The Snail must count down from 10 aloud, once the count reaches zero, they are stunned.

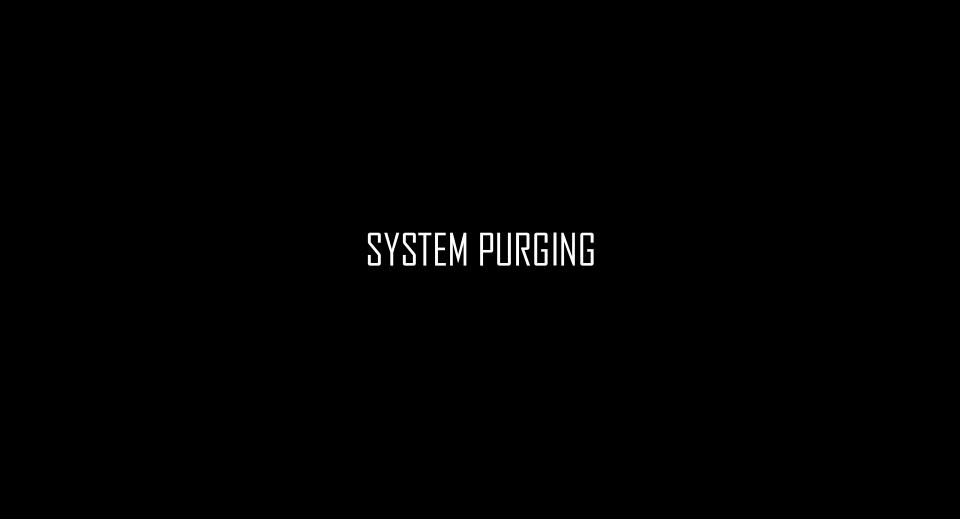
>> clr

>> Acquisition Means

Reports have shown mass amounts of SCP-049-2 instances gathering spent munitions in quantities of fifty to mutate into the various augmented zombies.



>> clr





O5 Command and Site Overseers

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.

Additionally, your moderators are all volunteer. Treat them with respect so that the game can run smoothly, and everybody can enjoy their time.

Discussion isn't barred if you disagree with a judgement call, but running up to a mod as soon as something happens, and yelling will accomplish nothing. Don't.

# O5 Command and Site Overseers



### )[05 Council]



[Site Overseers]



[Site Personnel]

### [05 Council]



Eugene Club President



Eli Vice President



Alex Russian



Xavier Treasurer

### [Site Overseers]



Ethan Head Moderator



Liam Head of Game Design

### [Site Personnel]



Nico Game Design

Danya Junior Moderator



Danny Game Design



Andrew Game Design



Jay Junior Moderator [Welcome to HvZ SP25]