

~ A Dead Man's Tale ~

Humans vs. Zombies SP26



What is HVZ?

HVZ is a faction based game, where there are two teams:

Humans

- Want to survive the week
- Play missions to ensure survival
- Win the HVZ by surviving the Friday Night Mission!

Zombies

- Infect all humans by tagging humans
- Play missions to eat (tag) all the Humans
 - Collect darts to earn perks
- Win the HVZ by tagging all the humans!



A stylized landscape illustration featuring a calm body of water in the foreground, transitioning from light blue at the bottom to orange at the shore. Behind the water are dark brown, wavy hills. In the background, there are lighter, greyish-blue mountains under a clear, pale sky. Small, simple cloud icons are scattered across the sky.

SAFETY

SAFETY

Rule Number 1:

Don't be a **SCHMUCK**

HvZ is an honor-based game. It exists solely on the honesty and integrity of players.

Infractions will be carefully and delicately enforced by way of the Captain's swashbuckling sword of banishment!

SAFETY

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 with the intention of harassment, ridicule, embarrassment. Hazing 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.

Acts of bullying and/or hazing are grounds for removal from club events and may be escalated to campus authorities.

SAFETY

Bounties

- A bounty is any incentive placed on the infecting, stunning, etc. of a player, regardless of the value.
- Bounties and the general targeting of specific players is banned. If a player is upset about a bounty placed on their head, or is targeted, your moderators will step in.

Code of Conduct

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

SAFETY

Personal Safety

- HvZ is a physically active game, and you should know your limits.
- There is no shame or consequence to quitting the game at any time.
- Players are responsible 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 staying out of areas that may be in play but pose safety hazards. Please be aware of your surroundings.
- If at any time you wish to leave the game for any reason, please reach out to a moderator so they can officially remove you.



SAFETY

Road Crossing

Should you need to cross a road (or parking lot) during gameplay, please take the following steps:

1. Find the nearest safe spot to cross (check the map for a safe crossing location marked in yellow).
2. Stop near the road and cease all gameplay actions until the road is crossed.
3. Look both ways before attempting to cross the road.
4. Raise both hands (and any blaster in your possession) above your shoulders.
5. Walk across the road. **DO NOT RUN.**
6. Once half-way across the road, slow down and check the remainder of the road is still clear to cross. Continue crossing if safe.

Humans may NEVER fire at players crossing the road or on the opposite side of the road from them. Zombies may never tag a player that is crossing the road or use a projectile to tag players on the opposite side of the street from them. Opposing factions MUST give each other plentiful distance to safely cross any street.



Emergencies and Game Pauses

- In the event of a medical emergency: **CALL 911 FIRST**, then get the attention of moderators.
- If you hear a whistle being blown, moderators are initiating a game pause. Until told otherwise immediately stop moving and cease ALL game actions.
- Game pauses are rarely called and are used to quickly and safely resolve a situation or emergency.
- Only moderators may initiate game pauses. For this reason, please do not carry or use coach whistles, emergency whistles, or anything similar during gameplay.

SAFETY



SAFETY

Authorities (Campus and Otherwise)

- All campus officials (police, professors, staff, etc.) have full authority over the game.
- If you are stopped by a campus authority, explain to them that you are participating in the Nerf-Tech Club HvZ game. If they inquire further, please direct them to the nearest moderator.
- When stopped by an authority, cease all gameplay actions until the authority releases you to return to the game. Being tagged while stopped by an authority will NEVER count against you.

Any players failing to adhere to a campus official's instructions should be reported to the nearest moderator immediately.

SAFTY

Non-Players

- Never involve a non-player in the game in any way. This includes asking for information, using as a shield, etc.
- Do not inhibit the travel of non-players, indoors or outdoors.
- Should a non-player attempt to involve themselves, please inform them that they cannot offer you aid. If they continue to involve themselves in the game, please notify a moderator immediately.

Moderators should be treated as non-players unless you need our assistance. Please do not crowd around us, moderator operated golf carts, or the mod desk.

SAFETY

Acceptable Terminology

While playing HvZ, your tools for defending yourself against hordes of undead are
BLASTERS, SOCKS, and DARTS.

Real-steel terms such as “gun”, “bullet”, “firearm”, etc. are expressly prohibited.
Remember, this is a college campus.

Should you accidentally use one of these prohibited terms, you will be gently (or not so gently) reminded by most every player within earshot.

**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

CAMPUS RULES

Lakes and You, Part 1

DO NOT FIRE DARTS INTO OR AROUND THE LAKES

To help prevent darts from ending up in lakes, the grassy areas surrounding the lakes are no-entry zones.

Should a dart end up in a lake, take the following actions immediately:

1. Remove yourself from play.
2. Seek out the nearest moderator and aid them in retrieving the dart/sock.

Further actions and/or penalties may occur depending on mod ruling.

CAMPUS RULES

Lakes and You, Part 2

The sidewalks surrounding the lakes may be used for traveling when not actively engaged in gameplay. Should you be partaking in a mission or quest, or get attacked by the opposing faction, please step off and away from the sidewalk.

Should players continuously step onto the sidewalk when they should not be, mods will start issuing BANS.

You may use the small bridges that span the lakes, but you may only cross in one direction without stopping or turning around. No gameplay advantage can be made while on the bridge.

If an enemy player is exiting the bridge, give them space. The bare minimum distance you should be away from them is at the edge of the concrete roundabouts.

CAMPUS RULES

Transportation

- While you are on campus, you are not allowed to use wheeled transportation, this includes: skateboards, bikes, scooters, ect.. If you have a car, you should only use it to leave or get to campus.
- Don't get dropped off at the IST if you can help it. If you do need to be dropped off, please do so at Lot 4.
- Don't use the shuttle during the game (apart from the off-campus grocery runs)
- If you are a Student Worker, you may temporarily exit the game, please let a moderator know of it.

CAMPUS RULES

Hours of Play

All gameplay between the hours of 12AM and 6AM is prohibited by campus police.

Campus Vehicles

Always keep distance from campus vehicles, including golf carts, work trucks, police cruisers, and students using wheeled transportation.

Bushes

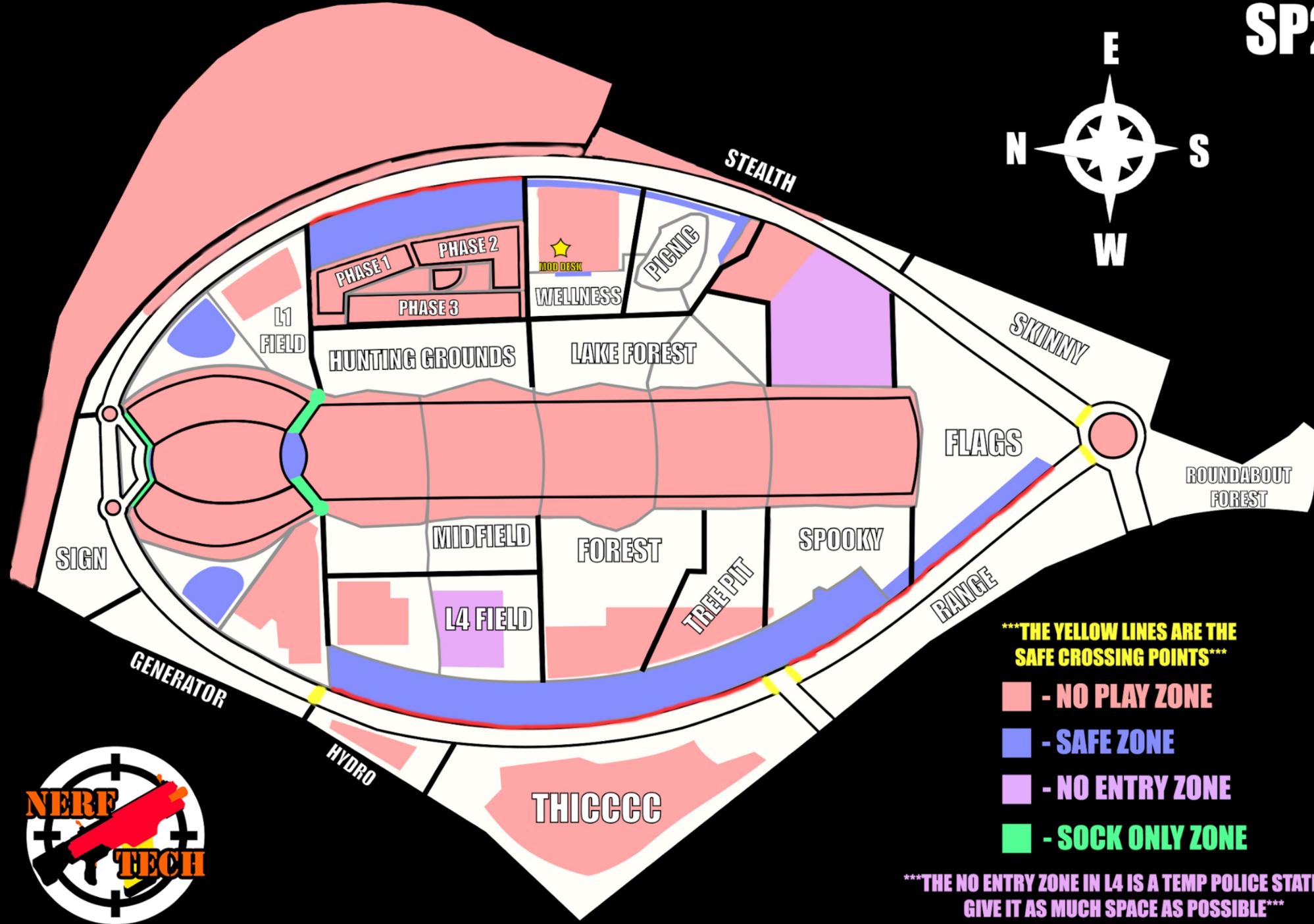
Players may NOT hide in bushes ANYWHERE. Nothing will be hidden in the PALM bushes due to allergy concerns, but other bushes are fair game.

~ MAP ~

Starting this semester, for all purposes aside from night missions, the Outer Loop of campus is a **NO-ENTRY ZONE**.

Crossing into the Outer Loop of campus outside of the night missions will result in a **BAN**.

SP26



***THE YELLOW LINES ARE THE
SAFE CROSSING POINTS***

PINK - NO PLAY ZONE

BLUE - SAFE ZONE

PURPLE - NO ENTRY ZONE

GREEN - SOCK ONLY ZONE

***THE NO ENTRY ZONE IN L4 IS A TEMP POLICE STATION
GIVE IT AS MUCH SPACE AS POSSIBLE***



HUNTING GROUNDS

LAKE FOREST

SIGN

GENERATOR

NERF

OR NOTHIN'

HYDRO

THICCCC

No-Play Zones

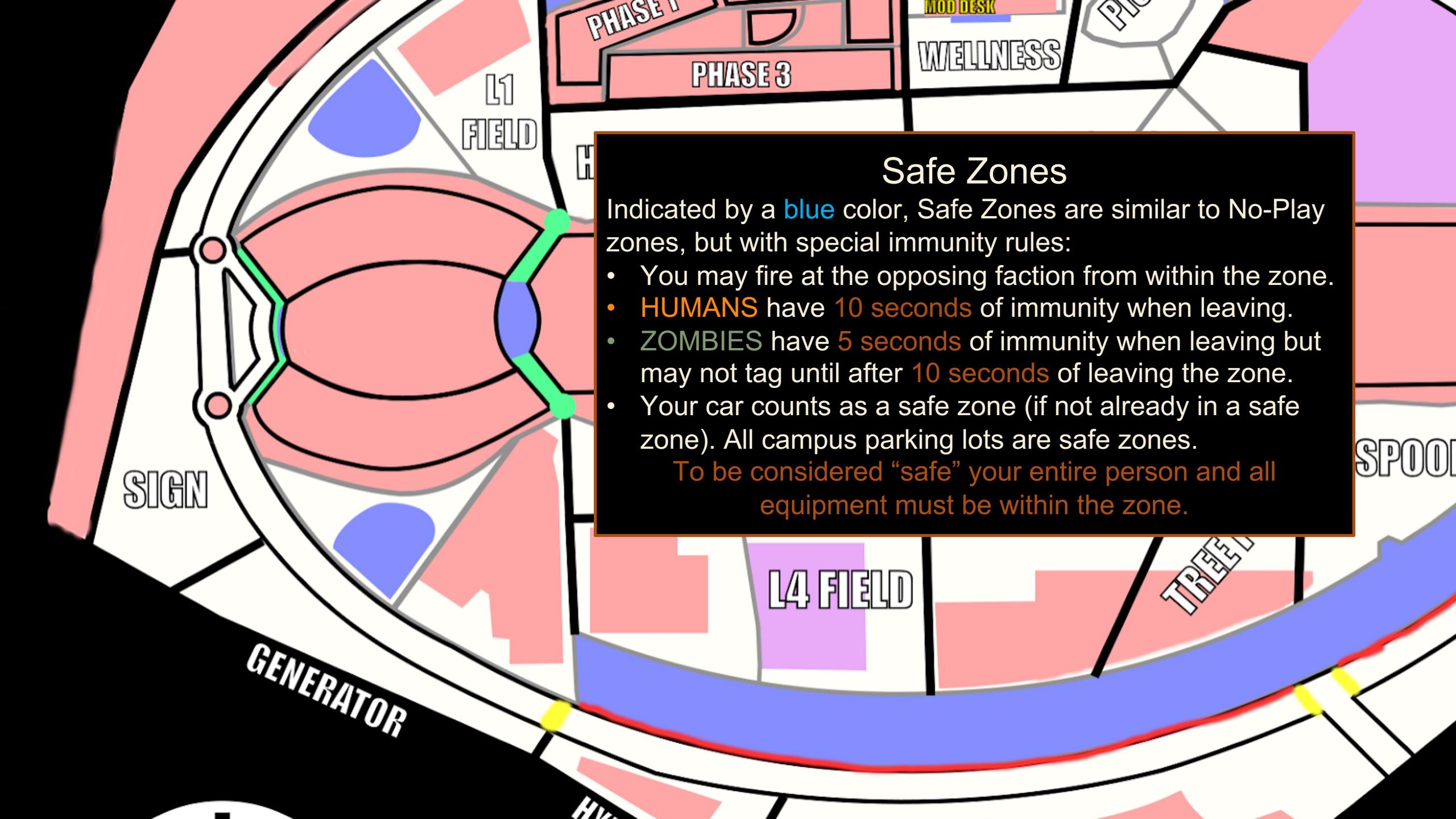
These zones are indicated by a red color.

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

These zones are not to be used to avoid combat.

SPOON

TREEPIT

MOD DESK
WELLNESS
L1 FIELD
SIGN
GENERATOR
PHASE 1
PHASE 3
H
L4 FIELD
TREE
SPOOK
HY

MOD DESK

WELLNESS

L1 FIELD

SIGN

GENERATOR

PHASE 1

PHASE 3

H

L4 FIELD

TREE

SPOOK

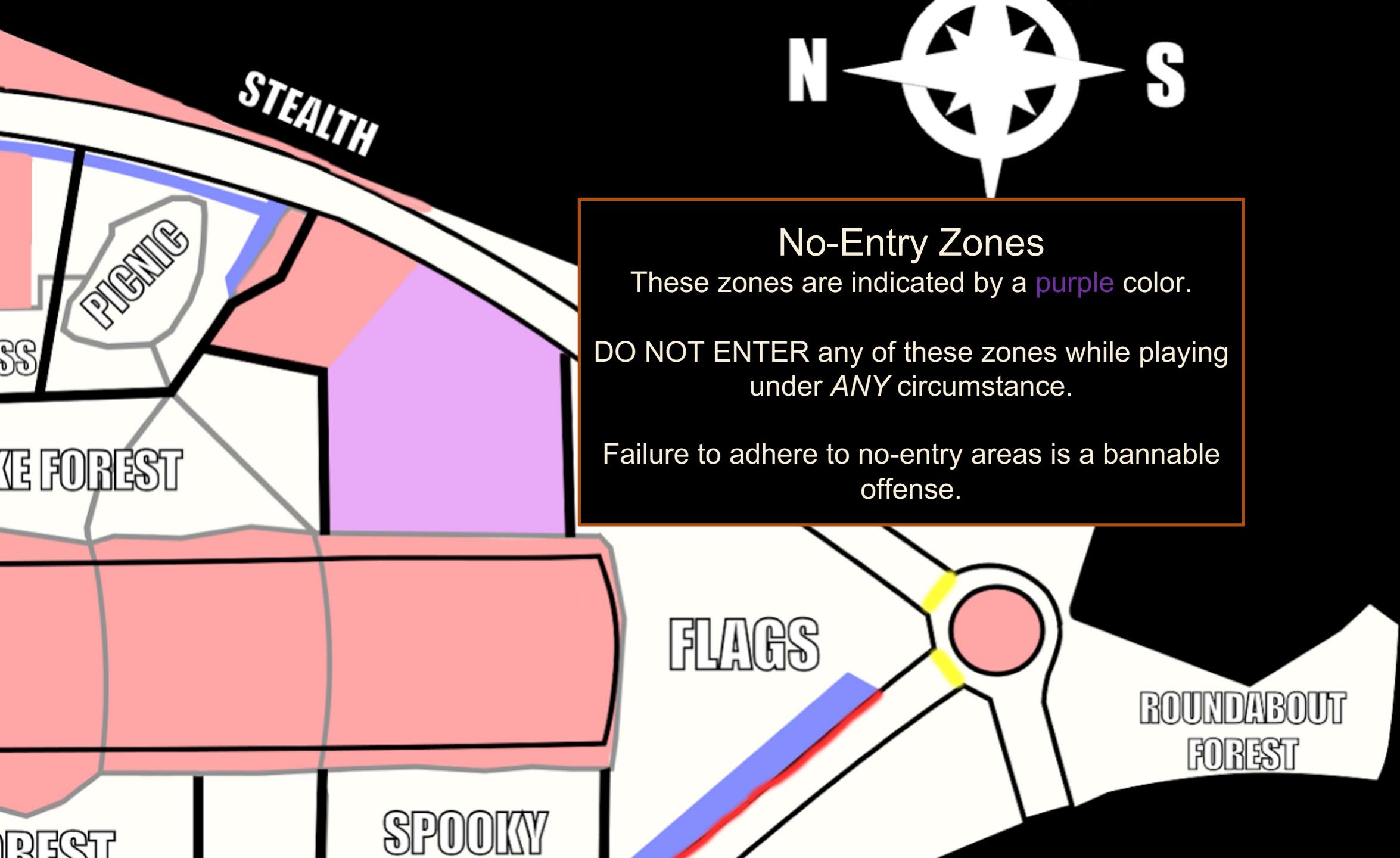
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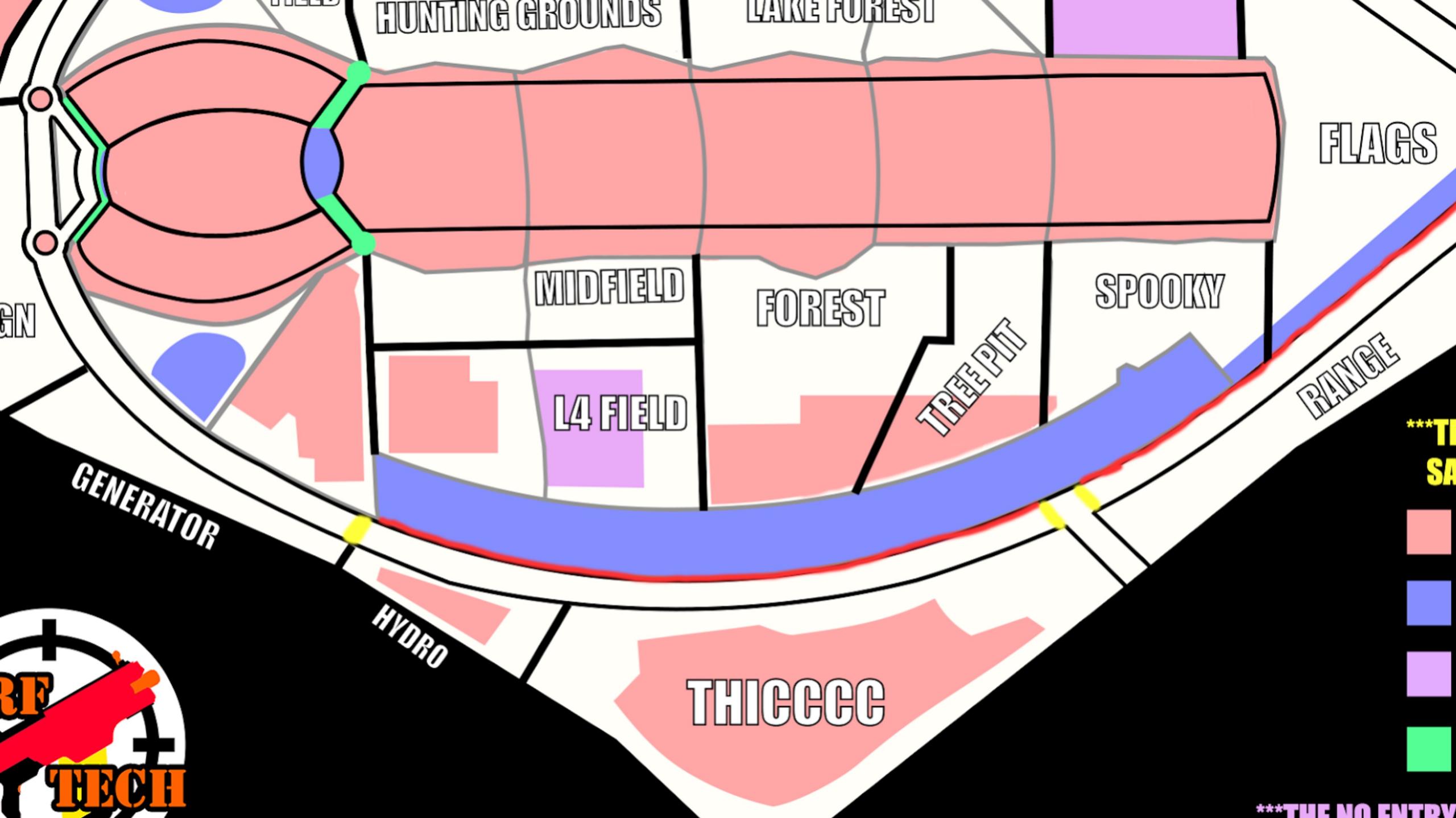
Safe Zones

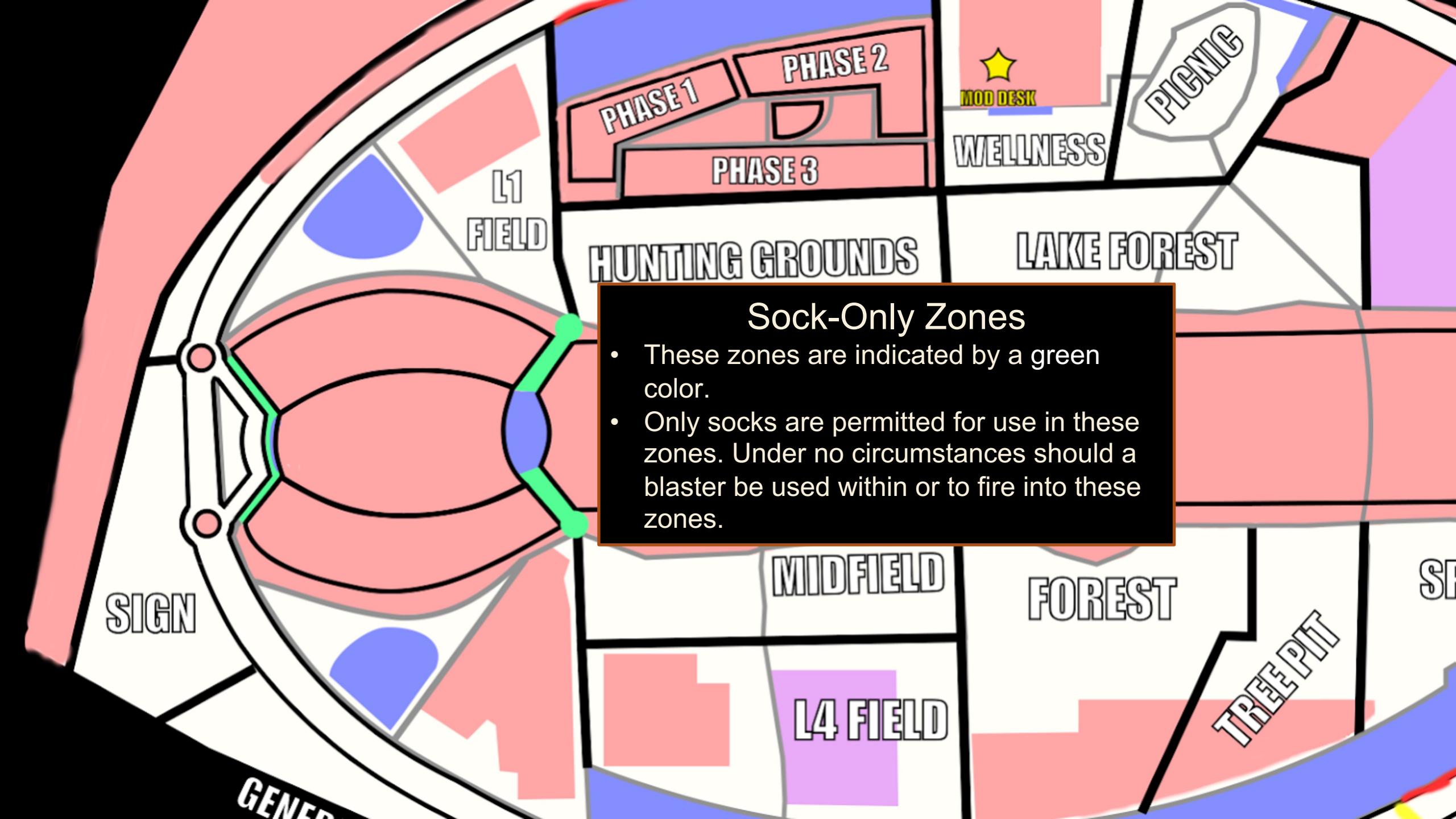
Indicated by a **blue** color, Safe Zones are similar to No-Play zones, but with special immunity rules:

- You may fire at the opposing faction from within the zone.
- **HUMANS** have **10 seconds** of immunity when leaving.
- **ZOMBIES** have **5 seconds** of immunity when leaving but may not tag until after **10 seconds** of leaving the zone.
- Your car counts as a safe zone (if not already in a safe zone). All campus parking lots are safe zones.

To be considered “safe” your entire person and all equipment must be within the zone.







STEALTH

L1
FIELD

PHASE 1 PHASE 2

HUNTING



Mod Desk

During gameplay hours, a moderator will always be present here for any questions or assistance. Quest objectives may also need to be deposited here.

MIDFIELD

M FIELD

FOREST

SPOOKY

TREE PIT

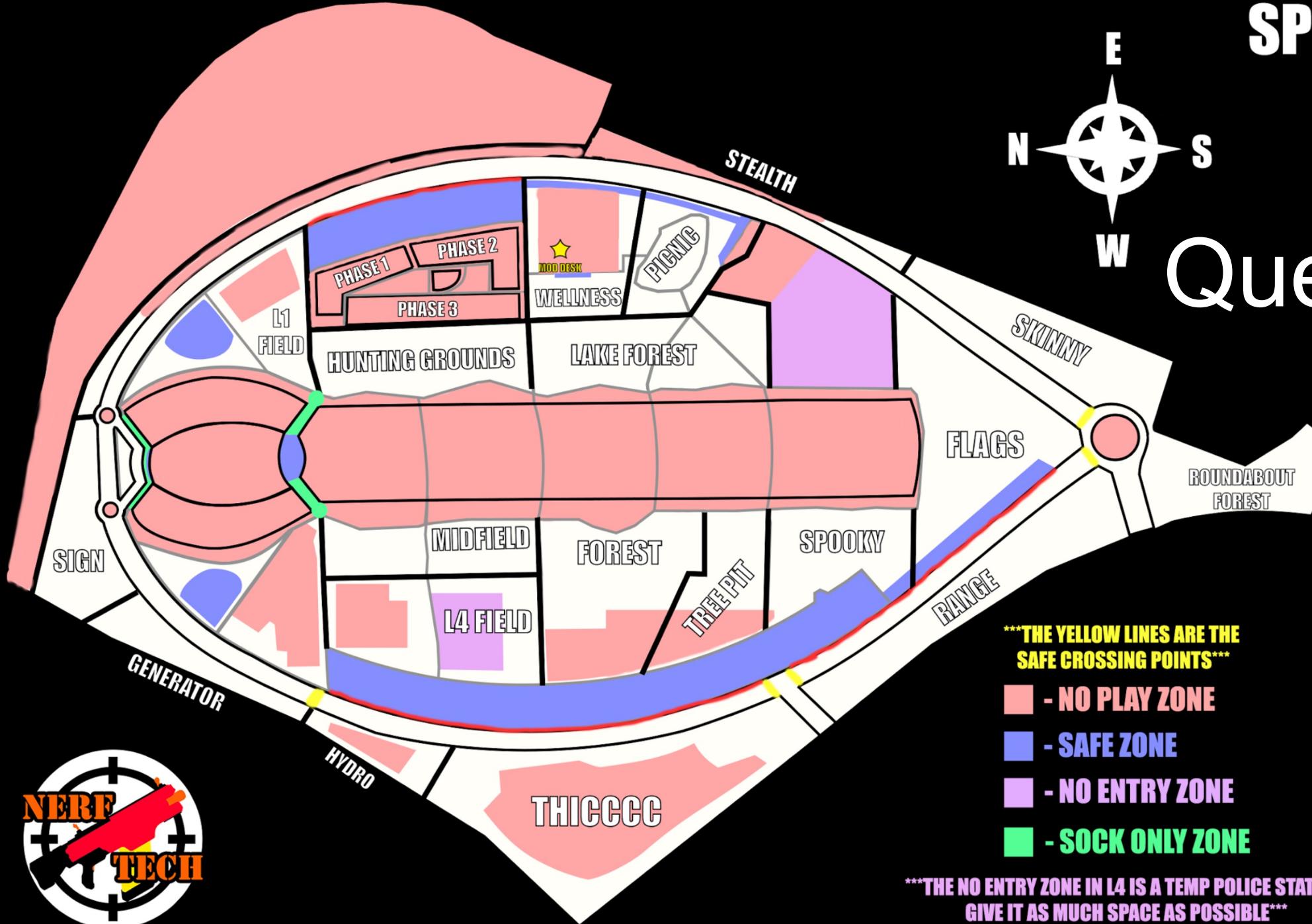
FLA

RANGE

SP26



Questions?



**THE YELLOW LINES ARE THE
SAFE CROSSING POINTS**

- - NO PLAY ZONE
- - SAFE ZONE
- - NO ENTRY ZONE
- - SOCK ONLY ZONE

**THE NO ENTRY ZONE IN L4 IS A TEMP POLICE STATION
GIVE IT AS MUCH SPACE AS POSSIBLE**

MISSIONS

Day Missions:

- Last for 30~50 minutes. Generally shorter than night missions.
- Easier objectives for both factions.
- Mission briefing times will vary dependent on moderator schedules (generally should take place between 12PM and 3PM).

Night Missions:

- Last for 45~75 minutes.
- Difficult objectives for both sides.
- Mission briefing begins at 8PM.

GRACE

Grace is the ceasing of gameplay for a period of time due to in-game events, typically before or after a mission.

- After day mission is announced, players who wish to attend the mission will have grace to get **ONLY** to the mission briefing.
- From 7PM – 8PM there will always be a grace period for all players, regardless of plans to attend the night mission.
- At the end of a mission, moderators may choose to call grace for players to return to the IST, though this is **NEVER** guaranteed.
- Should **NO GRACE** be called, the sock bridges/circles become no-play zones and players must enter these areas to exit the mission. Once a player enters the sock zone, they are out of the mission and cannot leave or aid their teammates who have not yet arrived.

QUESTS

Quests may be given out by NPCs, put out on the quest board found at the mod desk, or announced over discord.

- Quests are generally short in length (20~30 minutes), apart from a few whose length will be warned about before player(s) can accept the quest.
- Once a quest from the quest board is read **YOU AUTOMATICALLY ACCEPT IT.**
- If you accept a quest, you must complete the quest or otherwise ask to abandon it.
- Both factions will have quests with varying rewards.

MISSION AND QUEST SYMBOLS



RETRIEVAL / DROP OFF OBJ



ELIMINATION OBJ



BOSS OBJ



ESCORT OBJ



ZONE HOLD OBJ



PUZZLE OBJ



PHOTO OBJ

OBJECTIVE TYPES

Light

- You may move freely with the objective
- Must use at least one hand to hold it.

Heavy

- You must walk with the objective
- Must use at least one hand to hold it.

Super Heavy

- Must walk while carrying the objective
- Must use both hands to hold the objective
- You may not use socks or blasters while carrying the objective.

Fragile

- A modifier that can be applied to any of the three objective types.
- Fragile objectives cannot be placed on the ground after it is picked up unless at a designated drop-off zone.
- If placed on the ground outside of a drop-off zone, the objective will be returned to the original location it was retrieved from by a moderator.

OBJECTIVES MAY NEVER BE CARRIED IN A BACKPACK, POCKET, ETC. AND MUST ALWAYS BE VISIBLE TO OTHER PLAYERS.



BOXES

Human Coin Box:

- Can be retrieved and returned by either factions.
- Rewards Humans with coins and can be turned in by Zombies to deny Humans coins.



Zombie Coin Box:

- Can be retrieved and returned by either factions.
- Rewards Zombies with coins and can be turned in by Humans to deny Zombies coins.



Human Objective Box:

- Can only be interacted with by Humans.
- Turning in this box will grant the Humans perks, mission intelligence, etc.



~ HUMANS ~

HUMANS

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 cannot be covered by any gear/clothing to ensure it stays clearly visible.
- Each Human will be provided with a player ID card by the bot during registration.
 - You will need to present this ID to any Zombie that tags you so they may log the tag in the system.

HUMANS

Faction Expectations

- Intentional assistance of another faction at the detriment of your own is NOT allowed.
- You may not eavesdrop on 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 opposite faction, report it to the moderators immediately.

HUMANS

Authorized 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 moderator review.
- Any blaster that comes from a “pro” or “performance” line or has been modified must be approved by a moderator.
- Should your blaster meet these requirements, it is cleared for gameplay.

HUMANS

Unauthorized Blasters

- Any blaster using pre-compressed tanks.
- Any blaster firing Nerf Hyper rounds.
- Any gel-bead blaster.
- Any blaster deemed by a senior mod or head mod to be unfit for gameplay.

Should a moderator disapprove your blaster, it is final. Do not argue with the decision.

If you disagree, *POLITELY* take it up with the head moderator.

HUMANS

General 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.
- When entering a building, disarm the blaster by removing the magazine, engaging the safety (or power switch), and stowing the blaster in a bag if possible. If your blaster has a battery which can be easily removed, we encourage you to do so as well.

DO NOT FIRE BLASTERS WHILE INDOORS

HUMANS

Throwables and Melee

- A hand-thrown sock may be used to stun Zombies provided they meet the following criteria:
- 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. The sock must still be visible under the tape.
- Players may only throw THREE socks from their hands at any given times.
- Melee is NOT PERMITTED unless provided through a purchased or earned perk.

HUMANS

Dart Cap

The game will start with a dart capacity of THREE (3) darts per blaster. The dart cap will be raised or lifted throughout the week via objective completions. Additional rounds may be stored on the blaster so long as a reload action is required to fire them.

Acceptable Darts

Elite, half dart, Mega, Mega XL, N1, Rival, and Demolisher Rocket.

Dart modification is not allowed except for converting Elite darts to half darts.

Plastic tipped darts, Hyper, and Gel-Bead rounds are prohibited.

HUMANS

Human Stun

Some Zombie perks or bosses may inflict Human Stun.

Should you be stunned:

- Take a knee.
- You may not move while stunned or use any gear to defend yourself.
- Count out loud for **TEN SECONDS**
- After ten seconds, you may get up and return to the fight

Friendly fire isn't friendly 😊

HUMANS

Clothing and Miscellaneous Gear, Part 1.

- Your clothing should be light enough to feel a light tap through them. If you chose to wear heavier gear, you are still responsible for calling hits on yourself.
- Any clothing or gear on your person is considered an extension of your body and can be tagged (this includes your blaster).
- Should you come across any gear left behind on the ground (blasters, lanterns, etc.), leave it alone. Should the gear be at risk of damage, notify a moderator of its location.

HUMANS

Clothing and Miscellaneous Gear, Part 2.

- Aside from medical face masks, **NO CLOTHING SHOULD BLOCK YOUR FACE**
 - Face paint is allowed provided it does not obscure the majority of your face (subject to mod approval).
 - Flashlights must be at most 800 lumens and may only be HELD. No light source can be mounted to your blaster or person with the exception of lanterns and light up shoes. Lanterns are highly encouraged over flashlights.

Moderators reserve the right to disallow any piece of gear at any time during the game.

HUMANS

Remote Activation Devices

NO

We've heard it all. No drones, turrets, or anything
resembling claymores, mines, grenades, etc.

HUMANS

Human Conduct

- If a zombie is already stunned, do not intentionally shoot them again.
 - This will be punished if the act is blatant.
 - Should an automatic blaster with inconsistent firing happen to double tap a zombie it is considered incidental.
- When you become infected DO NOT attempt to hand off gear to the moderators.

HUMANS

Honor Duels, Part 1

An honor duel takes place when a tag is contested between one Human and one Zombie.

Other players may spectate but are not safe to do so.

Honor duels should be a rare occurrence and will be taken away should the system be abused.

Please seek out a moderator to officiate the duel.

HUMANS

Honor Duels, Part 2

To Duel:

- Both players will reach an agreeable distance before engaging.
- The Human will be allowed to use one sock or one dart. Should they miss their first shot and survive, the Human must pick up the EXACT sock/dart if they wish to continue defending themselves.
- The winning player is the first to stun/tag the other. If the zombie is stunned, they rejoin their fellow stunned Zombies. If the Human is tagged, they join the horde.
- The winning player receives 30 seconds of immunity to leave the area.

HUMANS

Perks

Humans may purchase perks with Human coins. Perks will be available before missions and occasionally from wandering merchants.

Not every perk listed is guaranteed to be used in the game.

HUMAN PERKS

**Sentry
Plot Armor
Buckler
L4 Plates
Commando**

**Barricade
Fully Loaded
Cure
Vaccine
Flashbang**



SENTRY

- A moderator with a blaster follows the player who purchased the perk.
- The sentry takes commands from the player for simple tasks such as:
 - Reloading magazines (not exclusive to the purchasing player)
 - Retrieving expended darts and socks (not exclusive to the purchasing player)
 - Pushing a group of Zombies or a specific target.
 - Waiting or holding at a location.
- The sentry can be tagged by Zombies, inflicting a one-minute stun timer.
- The sentry cannot interact with any objective and doesn't count as a player in a hold zone.
- The Sentry can be upgraded through the week



PLOT ARMOR

- Player is supplied with either a flag football belt or three bandanas to attach to their waist. The player is only considered tag if one of the flags is pulled.

Immune	Vulnerable
Sword (unless sword manages to remove flag) Bowler Zed Point Basic tags	Spitter Banshee All Boss Stuns Friendly Fire





BUCKLER

- Player is provided with a small shield that can be used to block any Zombie projectiles and some bonus attacks.
- The player holding the shield is still vulnerable to these attacks if they fail to block them with the shield.

Immune	Vulnerable
Spitter	Bowler
Banshee	Normal tags
Friendly Fire	
Z-sword	
Boss Stun	



L4 PLATES

- Player receives a durag to wear, offering a different variety of immunities from Plot Armor.
- Still vulnerable to normal tags

Immune	Vulnerable
Spitter	Bowler
Banshee	Normal tags
Friendly Fire	Z-sword
Z-point	
Boss Stun	



COMMANDO

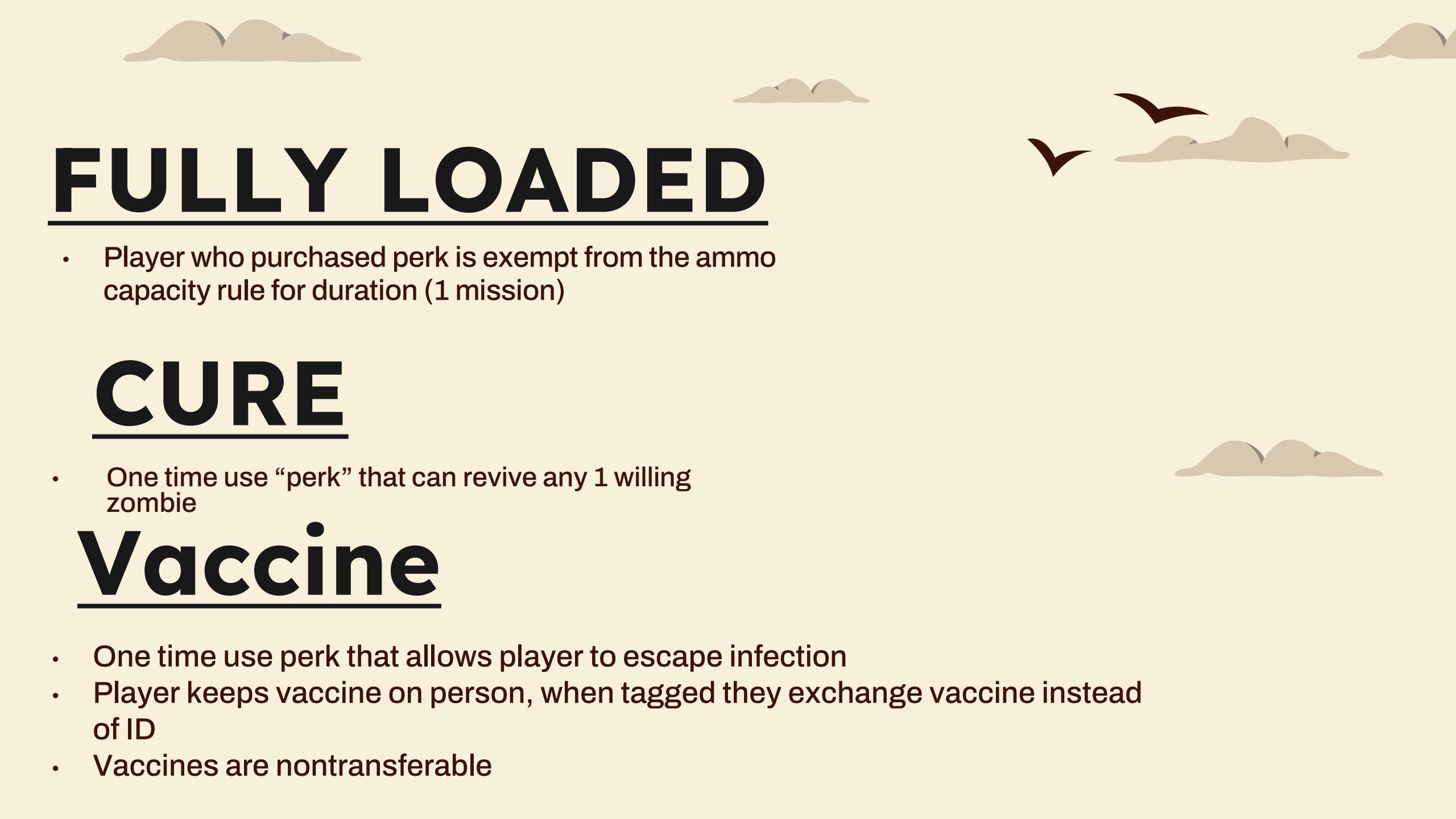
- Player receives a short sword (pool noodle).
- The sword inflicts Zombie stun and can pierce Zombie shield.
- The sword may not be thrown. Should the sword leave your hands, any stun it may have gotten will be invalidated.
- Player may use the sword to deflect darts, Spitter balls, Banshee socks, Bowler ball, and Zombie sword.



BARRICADE

- Player receives a pool noodle with bandannas tied to the end
- When Barricade is placed, if any part of a Zombie goes over the barricade, that Zombie is stunned
 - Spitter balls, Banshee socks, and other Zombie thrown projectiles are nullified if they go over the barricade as well
- Z's are allowed to go around the barricade
- Human players are able to freely move over the barricade
- Barricade users are able to remove barricade once place and re-place it, requires 5 seconds to pick up
- Zombie Juggernauts can freely go over the barricade





FULLY LOADED

- Player who purchased perk is exempt from the ammo capacity rule for duration (1 mission)

CURE

- One time use “perk” that can revive any 1 willing zombie

Vaccine

- One time use perk that allows player to escape infection
- Player keeps vaccine on person, when tagged they exchange vaccine instead of ID
- Vaccines are nontransferable

FLASHBANG

- Player is given a glowstick, when cracked and held above head, player is immune
- Zombies must act like they don't know the human is there; ie, no advancement
- Effect lasts 15 seconds or until the player lowers the glowstick below their head
- Must be used day-of-purchase

~ ZOMBIES ~

ZOMBIES

Inhumanity

HvZ begins with several starting Zombies called OZs.

- OZs are responsible for the general leadership of the Zombie horde by rallying support for missions, arranging dart turn-ins, and distributing purchased perks.
- All Zombies must wear their bandana around their head or neck while in play, depending on their stun status. Hair and clothing must not obstruct view of your bandana.

ZOMBIES

Zombie Stun, Part 1

When you are hit by a dart or sock, you are stunned and must take the following actions:

1. Immediately stop advancing towards any humans.
2. Pull your bandana down to your neck to show you are stunned.
3. Turn around and exit play as quickly and safely as possible.
4. Stay out of the play area for the extent of your stun timer.

You will be informed of your stun timer via discord or other zombies if you are infected mid-mission

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

ZOMBIES

Zombie Stun, Part 2

- Manipulating your stun timer for competitive advantage (ex: waiting for a group of Zombies to respawn with you) will result in a ban. Your bandana must go back around your head, and you must separate from stunned Zombies as soon as your timer is over.
- Stunned Zombies may not communicate with up Zombies.
 - This includes via texts, radios, etc.
 - Re-dead men tell no tales 😊

ZOMBIES

Growing The Horde

When a Zombie tags a Human, take the following steps:

1. Take note of the tagged Human and identify yourself to them as the Zombie who tagged them.
2. Step out of play and receive the Human's player ID. Should the Human refuse to provide an ID, please seek out a moderator.
3. Inform the new Zombie of the stun timer.
4. Go into Discord and use the /tag command in the tags channel to infect the player. (If the tag takes place outside of a mission, the new Zombie will have ONE hour of being stunned before they can begin making tags.)

Zombies may only tag one person every 15 seconds. Chain tagging will not count.

ZOMBIES

Un-Growing The Horde

All tags must be entered within one hour of the tag (or one hour after the mission debrief the tag took place in ends).

If the tag is not entered after one hour, the tagged player rejoins the Humans.

ZOMBIES

Boomer Cones

- Boomer Cones are large traffic cones placed by moderators for a mission or as a Zombie reward.
- Touching a Boomer Cone negates your stun timer and revives you instantly. Not all traffic cones are Boomer Cones. You will be notified if a Boomer Cone is in play.
- Boomer Cones can revive some perk Zombies.
 - Can't revive Zedics or Snail
- Humans should avoid crowding Boomer Cones. Zombies may approach the cone even if Humans are near it.

ZOMBIES

Zombie Coins

- Zombie coins are earned by collecting fifty darts.
- Zombie coins can only be earned by OZs.
- Non-OZ Zombies should turn their collected darts in to their OZs.
- All ammunition types are worth the same value of ONE.
- Darts must be collected while you are stunned as long as you are away from gameplay.
- If a player asks for specialty darts back (Mega, Mega XL, Demolisher, etc.) please return them but ask that they trade you for a more common dart.

DO NOT TURN IN DARTS THAT WERE ON YOUR PERSON WHEN YOU WERE INFECTED



~ ZOMBIE PERKS ~

ZOMBIE PERKS

**Sword
Shield
Spitter
Banshee
Bowler**

**Z-Point
Zedic
Snail
Juggernaut**

SWORD

- Z receives a pool noodle attached to PVC handle, approx. 5ft in length
- Sword-Z has a reduced stun timer when compared to all other zombies
- Sword is not allowed to be thrown, thrown swords do not count for tags





SHIELD

- Z is provided with a shield used to block darts and socks
- Shield comes in multiple tiers
 - Tier one is a small riot shield, approx 2x3 ft
 - Tier two is plexi & PVC shield, approx 2.3x4 ft
- Shield bashing or hitting players with a shield is not allowed



SPITTER

- Z trades their ability to tag for an all-powerful dodgeball
- Players hit with the ball are tagged
- Spitter is exempt from tag cooldown; if a live ball hits two people, both are tagged
- Ball is dead when it touches the floor; balls bouncing off players or trees are live
- Spitter is charged with the retrieval of their ball



BANSHEE

- Z is wears a red vest and is armed with socks
- Socks that the Banshee throws inflict 10 second stun to humans
- Banshee is only allowed to have up to 6 socks in their possession at a time
- Banshee can throw up to 3 socks at a time
- Banshee is immune to socks thrown by humans
- Banshee can still make standard tags



BOWLER

- Z is provided with a yoga ball
- Z may throw, kick, roll, really do anything to this ball
- Bowler ball is always live, it is never safe to touch
- Bowler is also exempt from the stun cool down, any human who touches, dies
- Bowler can not make standard tags, only uses yoga ball
- Bowler ball is immune to H-sword, darts, socks, etc. acting as a shield.

Z-POINT

- Zombie has 3 small hula hoops they can place on the ground
- Humans that break the plane of the hoop are infected
- Hoop retrieval follows similar rules to spitter





ZEDIC

- This Z wears a light cone on their head
- This Z can revive non-perk Z's after touching them for 10 seconds
 - Can only revive one Z at a time
 - Down Z's can form a line, but not act a body shield for Zedic
- This Z is not capable of making normal tags



SNAIL

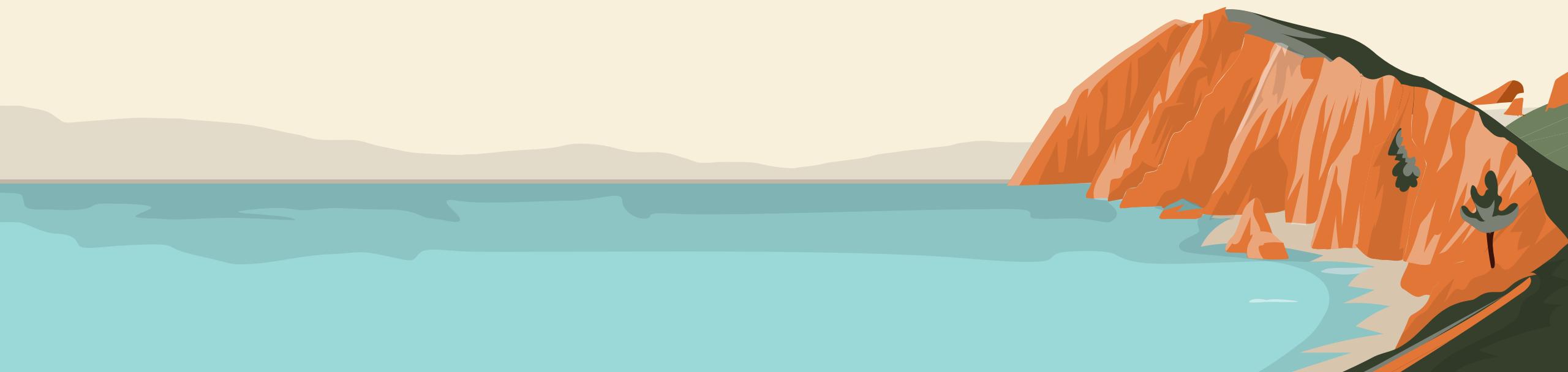
- Z wears an orange vest with yellow tape in the shape of an S
- Once Z is stunned, Z has 10 seconds to walk around and secure a tag

JUGGERNAUT

- Z wears a yellow construction vest
- Z is immune to darts; ie, must be stunned via sock or sword



MODERATORS



MODERATORS

How Do I Know Who Is A Mod?

All moderators wear a PINK bandana around their neck, arm, or head at all times while moderating.

During night missions, moderators will use light up RED arm bands and/or light up PINK necklaces to ensure visibility in the dark.

Moderators acting as NPCs will have an additional BLUE bandana they will wear on their head or arm. During the night they will have a BLUE light up arm band as well.

E-Board & Officers



President
Alex T.



Vice President
Jay R.



Treasurer
Eli W.



Secretary
Chuck Y.



Head Game Design
Quin H.



Head of Media,
Game Design, Senior Moderator
Danny D.



Head Moderator
Jackson L.

Moderators



Game Design/
Senior Moderator
Andrew



Moderator
Andi K.



Junior Moderator
Griffen F.



Game Design/
Junior Moderator
Riley J.



Game Design/
Junior Moderator
Mathew S.



Game Design/
Junior Moderator
Josiah



Game Design/
Junior Moderator
Cassidy R.



Game Design/
Junior Moderator
Aidan K.

What's going on?

Your crew, led by Captain Gingerbeard, has been sailin' the seven seas, lootin' and tootin' wherever the wind takes ye. For months now, whispers have followed ye from port to port – tales of the greatest treasure ever hoarded, piled higher than the mast of a man-o'-war, hidden away on the shores of Goldmere Isle.

Captain Gingerbeard declared it your destiny to find this bounty, and you set sail with haste.

But the sea does not care for destiny...

A violent storm rose without warning. Waves split the hull. The mast snapped. By dawn, your proud ship was nothing but wreckage scattered across black sand.

Now you stand stranded on a mysterious island, with no clear way home.

~ Meet the Crew ~

Captain Gingerbeard

A cheerful and fiercely loyal captain who trusts his crew without question. He believes they are destined for treasure. Though fame and gold call to him, he will always place his crew's safety above fortune.

Officer Jack Birder – Gunnery Officer

Proven to be good under pressure, quick thinker, quicker on the draw. Trusted by the Captain and in charge of the ship's ammunition and firepower.

Doctor Gianmarco – Ship Surgeon

His priority is to save lives, not the gold his skills could earn. He specializes in odd cures and tonics, doing his best to keep the crew alive on an unsafe and unsanitary ship.

Grace Vinsmoke – Ship Chef

Her gruel may not be Michelin, but it keeps the crew's bodies running. Always hard at work in the galley, she makes sure everyone has something to eat, no matter the circumstances.

Officer Levi Truss – Navigator

A trusted officer held in high regard by the crew. He keeps the ship on course and on schedule, always willing to go the extra mile to reach treasure sooner.

Quartermaster Richard Hennesy

Turned to drink after losing his wife to scurvy. Deep in his cups, he slurs songs of old, and tales of nonsense. Responsible for the ship being... inadequately stocked, yet somehow still part of the crew.

John Itor – Deckhand

A simple sailor with a strong back and few questions. Loyal, capable, and always ready when called upon.