

# University of Waterloo

## Humans vs. Zombies Rules:

### Invitational Edition

Hey there! Typical Waterloo Humans vs. Zombies rules are anything in bold or normal point, while *italics* denotes rules differences for the invitational. Thanks for reading!

Registration form [here](#).

If you have any questions and concerns, please email [uwhumansvszombies@gmail.com](mailto:uwhumansvszombies@gmail.com)

#### Short summary:

**Humans wear armbands, attempt to shoot zombies with Nerf blasters or hit them with socks to stun them for a period of time. Zombies wear headbands and try to tag humans without getting stunned. Both teams accomplish missions that will make their team stronger.**

#### Rules Of Spirit

These rules are meant to help the keep the game running smoothly, please respect them and follow them.

- This is a game, it's meant to be fun.
- Read all the rules.
- Do not lie about the rules to other players.
- Attempting to exploit loopholes in the rules will not be tolerated, and moderators will rule against you. Try to read both the letter and the spirit of the rules.
- Play safe. There are many things on campus which can hurt you if you are reckless. Please do not do anything to injure yourselves while playing, and opt instead to have fun.
- There are no winners, there are no losers. Whether you're a zombie or a human, whether you survived five minutes or five hours, or whether you ate 500 brains or 2, your goal is to have fun. Don't consider being tagged as losing, think of it as way to meet new friends and a chance to hunt your old ones.
- Respect university authority. If you think what you are going to do will make the university's administrators, or other administrators, angry at you, don't do it. Also, do not interfere with any University of Waterloo events or administration.
- Go to your team's rules briefing. Zombies camping human rules meetings will not be tolerated.

#### Types of Participants

##### **Humans**

Each Human wears an armband. They are able to defend themselves using Nerf blasters and socks.

## **Zombies**

Zombies wear headbands. They try to chase and tag humans to convert them to their side. There are special types of zombies with abilities beyond regular zombies.

## **Moderators**

The game is being run by a team of moderators, who can be identified by the orange sashes they wear. They organize the events of the game, and clarify any rules that cannot be resolved by players using the conflict resolution guide. The mods are lead by The Necromancer, who has the ultimate authority on any game matters.

## **Non-Players**

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

- Scouting and spying
- Collecting food, ammunition, etc.
- Send messages between players
- Act as a shield

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

*For the invitational, because the game is in between school terms here at the university, there will be fewer bystanders, but there may also be first-year students and their families touring the campus so be careful not to be disruptive to non-players. There might also be orientation leaders training, so please avoid them as well.*

## **Apparel & Equipment**

### **NERF Weapons**

No melee NERF weapons are allowed. All weapons used in this game should be ranged NERF blasters, and clearly distinguishable from real weapons (bright colors such as orange and red, not camouflage models). *Painted, Non-NERF, and modified blasters will be permitted on a case-by-case basis. Rival ball blasters are allowed in this game, unlike the weeklong game.*

*Visibility is incredibly important to not scare non-players and campus police and get the game banned.*

*Painted blasters can be:*

- *Ideally brightly-coloured*
- *Steampunk, as long as it's visibly a toy and not a realistic weapon*

*Painted blasters should not be:*

- *Realistic-looking*
- *Darkly-coloured, but dark highlights are okay as long as it's not the majority of the blaster*

*The moderators will have bright tape that we can add to blasters to make them bright enough if they wouldn't be allowed.*

*Modifications to blasters:*

- *3rd party attachments and 3d-printed accessories like stocks, barrel extensions, flashlight holders, off-brand magazines, larger cylinders, etc. are allowed, but make sure they don't look realistic. Again, bright tape will be available.*
- *Modifications to firing speed, rate of fire, internal mechanisms etc. such as updated springs, motors, flywheels, batteries, etc. will be checked by moderators to make sure they aren't painful. Aim for ~100 FPS; make sure to bring a backup if you think your blaster may be too powerful.*

As an option, Nerf ammunition may be thrown by hand. However, blowpipes are not allowed.

### **Sock weapons**

Sock weapons must be entirely comprised of socks and cannot contain any other components. They can be melee weapons (such as a sock whip) or thrown weapons (such as balled up socks). Sock weapons which moderators determine to be dangerous are not allowed. Note that sock weapons are only valid when wielded with your hands. This means sock armor, kicking people without your shoes, or placing "sock traps" are useless endeavours.

**Bandanas & Armbands** Your bandana can be any piece of cloth you can wrap around your head, neck or arm. All bandanas (or alternatives) must be clearly distinguishable from all sides, even in the dark or at a distance. It should not match or be close to the color of your hair or clothes. If a moderator states your bandana is not visible enough, please find a better alternative. Humans wear their bandanna around their upper arm. Zombies wear their bandana around their head if they are active, or around their neck if they are stunned. *If your bandanna is not distinct enough the moderators will have replacements that can be borrowed.*

Your clothing and anything else you're wearing is considered part of your person (backpack, etc.) and thus can be hit with NERF darts to stun or touched to tag. This includes NERF blasters, but not sock weapons.

## **Tagging & Stunning**

### **Tagging**

A zombie player may tag a human by touching them with their hands. The tagged player is now a stunned zombie who must wait *ten* minutes before coming back as an active zombie. During this time, the new zombie should put their bandanna around their neck like other stunned zombies. *The tag does not need to be reported to the website. In fact, the website will not be used at all for this game.*

### **Stunning**

A human player may stun a zombie by either hitting them with a sock or with a nerf dart. *A zombie stunned by a human remains so for 15 minutes during the weeklong game, but this*

*will be a shorter time due to the compressed nature of this game. This time will be determined later and may possibly change throughout the day, and you'll be informed of this at the game itself.* While stunned a zombie must put their bandana around their neck. A stunned zombie may not interact with humans in any way, nor may they provide information regarding humans, explicitly or implicitly, to other zombies. They may, however, report that they have been stunned, or follow an unstunned zombie.

*Unlike in the weeklong game, humans will not collect points from stunned zombies; however, there will be other chances to gain rewards.*

## **Special Zombies**

Occasionally the Necromancer will allow the zombie team to give zombies special abilities. *These will be chosen at the zombie mission briefings at the game.*

*Disclaimer: Other special zombies may be present at the game, but we don't want to ruin any surprises.*

### **Wraith**

Wraiths are like regular zombies, but they can use melee sock weapons. Wraith socks follow the same rules as human sock weapons, except that they cannot be thrown. Wraiths can block darts using their sock weapons. If a Wraith sock becomes entangled with a human sock, both socks are inert until untangled. Wraiths must have their socks visible whenever they are ingame.

### **Tank**

Tanks cannot be stunned with normal dart weapons, *but they can be stunned with large foam missiles* and by socks. Tanks cannot be stunned with mega darts. A tank wears three bandanas, one on either arm, as well as one on their head. As with regular zombies, a tank's head bandana must be around their neck while stunned.

### **Zedic**

Zedics can revive stunned zombies. They can be identified by a light purple sash, in addition to their headband. The zedic will have a *number* of revival cards which they can use. To revive a zombie, the Zedic must:

- Point to a zombie within line of sight.
- Shout the incantation.
- Rip the card(s).

Following the ritual, the revived zombie must loudly count to 10 before becoming active (pulling their headband back on). The Zedic cannot revive zombies while the Zedic is in a safe zone or stunned. The Zedic also cannot revive others through a window. Regular zombies cost 1 card to revive, while special zombies cost 2.

## **Boundaries**

*Note: All players will be given a map of campus but in advance one can be found [here](#).*

*The game will only be played on campus within the boundaries of Ring Road. Although you may plan and communicate with allies out of the game boundaries, while out of bounds players cannot tag or be tagged.*

### **Safe Zones**

For both administrative and safety reasons, certain areas and buildings on campus are considered safe zones. Both stunning and tagging are prohibited in safe zones, and no NERF or sock weapons may be used. Players must still wear their bandanas within these safe zones. Most importantly, players should also try to avoid making a disturbance in safe zones by running around or acting reckless. These areas are out of play to keep both players and non-players safe, and to keep the game on good terms with the university. Please don't jeopardize the game by playing in these areas.

### **Safe Zone Boundaries**

If any part of a player's body is within a safe zone, that player is considered in the safe zone. A player inside a safe zone can not tag or stun a player outside a safe zone. Jumping in and out of a safe zone repeatedly is considered cheating and is considered a violation of the first rule of spirit. All doorways have a semicircular 5 foot buffer into the unsafe area it touches and is cut off by walls. This buffer exists whether the door is open or not. When a player is exiting a safe zone, all opposing players must be at least 5 feet away from the exiting player (to prevent crowding). This space rule ends when the exiting player leaves their safe zone.

### **Permanent Safe Zones**

Entire Buildings:

- Needles Hall
- Health Services
- Student Life Centre
- Tatham Centre
- Grad House
- University Club
- Dana Porter Library
- Central Services Building
- General Services Complex
- COM (UW Police building)
- Federation Hall
- Arts Lecture Hall (student orientation)
- South Campus Hall (student orientation)

*Except for getting food at the SLC, there is basically no reason to enter any of these buildings, so please do not.*

Smaller Safe Zones:

- Faculty-run food establishments (e.g. POETS, Coffee & Donut stores)
- Libraries and designated study areas
- Chapels and Multi-Faith prayer rooms

- Stores and other businesses
- Offices and Labs
- Society Offices
- Dorm Rooms, and hallways that contain dorm rooms
- Gyms
- Theatres
- Cafeterias
- Washrooms
- Balconies
- Open (non-fenced) construction sites plus a twenty foot boundary around the open construction

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

## **Safety & Conflict Resolution**

### **Safety**

Above all, use common sense. Don't risk yourself or others for what is, at the end of the day, a game. For fire safety reasons, do not hold doors closed and do not crowd doorways. Be careful on stairs and do not climb trees, jump on people from above, or anything else which would jeopardize the safety of any human being. If a player is carrying a heavy object, or otherwise involved in a potentially hazardous activity, treat them as if they are out of play. In case of an emergency, fire alarm, or injury, consider the area and anyone involved out of play.

If you feel that a player has put the safety of themselves, other players, or non-players at risk, contact a moderator.

### **Conflict Resolution**

If you do not know exactly where an area goes from safe to unsafe, ask another player or mod. Players having a game-related discussion with a moderator are considered out of play. If you are unsure whether your discussion is game-related, ask the mod you are talking to. However the necromancer is the ultimate authority on any rule interpretations or events of the week. If players are absolutely unable to come to an agreement after (civil) discussion, the official method of deciding the outcome is Rock, Paper, Scissors. While disputing a conflict, both parties are considered out of play until the dispute is settled.