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# Rhodes University Humans versus Zombies

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2017 RULES

Drafted July 2017

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# 1 Introduction

Amendments will be added as additional rules with higher numbers. Thus it follows that:

**A higher number rule will always take priority over a lower numbered rule.**

# 2 Roles

The administrator roles are as follows:

- The Supreme Zombie Overlord
- The Number Two
- The Web Guys
- Administrators

The full list of administrators is:

- Michael Simons
- Antonio Peters
- Bracken Lee-Rudolph
- Greg Linklater
- Matt Huber
- James Carkeek
- Kyle Wallace
- Stephen Hunt
- Kate Panton
- Jack Van der Merwe

- Ben Sturgeon
- Chris O'Brian
- Drashti Niak
- Damian Van Selm
- Emily Stander
- Keyan Simpson
- Stjohn Giddy
- Craig Marais

## 2.1 The Supreme Zombie Overlord

This year the *Numero Uno* is Michael Simons. His word is law.

He has the authority to permanently remove any player in any role from the current game.

He holds all powers that any other administrator holds.

His rulings are final but in extreme cases, a decision may be vetoed by a majority administrator vote which must include the *Number Two*.

## 2.2 The Number Two

This year the *Number Two* is Antonio Peters.

He does the bidding of the *Supreme Zombie Overlord*. During the absence of the *Supreme Zombie Overlord*, he will act in his place.

Any grievances with the *Supreme Zombie Overlord* must be reported to the *Number Two*.

He holds all powers that any other administrator holds.

Sometimes the Number Two likes to be called the “Second in Command” or “2IC” for short.

## **2.3 The Web Guys**

They are Greg Linklater, Stjohn Giddy, and Craig Marais.

These guys know computers. They can help if you encounter any problems using the website or mobile app.

They holds all powers that any other administrator hold.

## **2.4 Administrators**

Administrators are your “go-to-for-help”.

They can resolve with finality the following:

- Misconduct of any player.
  - Incorrect bite codes.
  - Disputed tags or stuns (from either player).
  - Suspend a player.
  - Temporarily halt the game.
- (a) There are a number of administrators, listed in Section 2.
- (b) Administrators will wear different colour bandannas all times while in the play area.
- (c) Administrators are neither Human nor Zombie.

## **2.5 Faction Leaders**

Each faction (Humans and Zombies), has a designated representative from the administrators.

The duties of the faction leaders include monitoring each faction through various means of communication, briefing each faction at various missions, hearing grievances from players, and resolving rule disputes.

Faction leaders are the first port of call for any player in their faction that has a grievance. If the faction leader is not available, players should go to one of the other administrators listed previously.

The faction leaders are as follows:

Humans: Michael Simons

Zombies: Chris O'Brien

## **2.6 NPC**

- (a) During missions (and select other times), some of the administrators may take up an alternate role.
- (b) These roles will have specific rules associated with them and will be communicated to players when/as applicable.
- (c) An administrator in this position maintains all previous powers.

## **2.7 Zombies**

- (a) Zombies are players which have been 'bitten'.
- (b) Zombies must wear their bandanna visibly around their heads at all times while in the play area.
- (c) A Zombie's bandanna cannot be hidden by long hair, clothing, hats of any kind, or in any other deliberate manner.
- (d) Zombies have a responsibility to ensure that their bandanna does not become obscured (hidden) during the course of play.

### **2.7.1 Stunned Zombies**

- (a) A stunned Zombie must wear their bandanna visibly around their neck at all times while in the play area.
- (b) A zombie must pull the bandanna down to around his neck upon becoming stunned.

- (c) A stunned zombies stays stunned for 20 minutes, after which they revert to being a regular zombie from a safe zone.
- (d) Stunned zombies may not tag humans, but are still considered zombies for rules purposes.
- (e) Stunned zombies may not physically interfere with game-play, such as acting as a shield for other zombies.
- (f) Stunned zombies may still communicate freely with other zombies.
- (g) Stun rules may change for missions, and as a result of missions.
- (h) Changes will be communicated out to all players via e-mail.

### **2.7.2 The Original Zombie**

Usually referred to as the OZ (“Oh-Zee”), this player starts the game as a zombie.

- (a) From the start of the game until 1 p.m. of the first day, the OZ wears their bandanna as if they are human.
- (b) During this initial period the OZ may tag humans as per usual tag rules.
- (c) The OZ cannot be stunned at all until 1 p.m. of the first day.
- (d) It is in the players’ best interest not to reveal the identity of the OZ during the first half of the first day. (See Section 5.)
- (e) After 1 p.m. of the first day the OZ becomes a regular zombie.
- (f) The OZ abides by all other zombie rules.
- (g) There may be more than one OZ under certain conditions.
- (h) During this initial period, the OZ may not lie about their role if asked by another player, they may however choose to remain silent.



## **2.8 Humans**

- (a) Humans must wear their bandanna visibly above the elbow on their arm at all times while in the play area.
- (b) A human's bandanna cannot be hidden by long hair, clothing, carried items, or in any other deliberate manner.
- (c) Humans may not disguise their bandanna by wearing it over clothing of a similar colour.
- (d) Human have a responsibility to ensure that their bandanna does not become obscured (hidden) during the course of play.
- (e) Humans may carry ammunition for use against zombies.
- (f) Humans must attend at least one supply drop per day, failure to do so may lead to starvation.
- (g) If a human is tagged by a zombie they are said to be incubating.

### **2.8.1 Incubating**

- (a) Incubating humans must wear their bandanna visibly around their hand at all times while in the play area.
- (b) A incubating human's bandanna cannot be hidden by clothing, carried items, or in any other deliberate manner.
- (c) Incubating humans may choose to help either the humans or the zombies until their incubation period ends.
- (d) Incubation last for 20 minutes.
- (e) After 20 minutes, a player must check the website to ensure that they have been logged as "killed". If they have not been been logged they must contact an administrator to correct this as soon as possible.
- (f) They remain incubating until such time as the website reflects that they have changed to a zombie.

- (g) A human that has finished incubating must proceed to a safe-zone, once they enter a safe-zone they become a zombie.
- (h) A human may not complete incubation from outside of a safe-zone.
- (i) Incubation rules may change during missions, you will be briefed before missions in such a case.
- (j) Incubating humans may not tag another human player (They are not fully zombie yet).

## 2.9 Players

- (a) This is any person participating in the HvZ game.
- (b) Players agree to abide by all rules set forth in this document.
- (c) All players are required to sign a waiver for the current game. Failure to sign will result in them being removed from the game.
- (d) If questioned, a player may not lie about their current role (Human, Zombie or Incubating). They may however choose to not answer.
- (e) A player may not masquerade as another role, such as wearing their bandanna incorrectly.
- (f) The **ONLY** exception to the above is the OZ's role during the first day. (See Section 2.7.2)

### 2.9.1 Suspended players

- (a) A player found to violate any rule may be placed in suspension until the violation has been investigated and dealt with by an administrator.
- (b) A suspended player does not wear their bandanna.
- (c) A suspended player may not continue to take part in the game under any circumstances until the suspension has been lifted, this includes warning players, acting as a scout, or shield.

- (d) As far as other players are concerned they become non-players and all non-player rules apply.

## **2.10 Non-Players**

- (a) This is any person not participating in the game of HvZ.
- (b) Please show these people the respect you would normally. Do not inconvenience them with your actions.
- (c) Any player removed from the game ceases to be a player and becomes a non-player.
- (d) No interaction with non-players is allowed in terms of the game, this includes but is not limited to: using non-players as shields, asking non player to assist in capturing another player, or using non-players as scouts.

# **3 Rules**

## **3.1 Tagging**

- (a) If a zombie succeeds in firmly touching a human while in a play area, the human is said to have been tagged.
- (b) Tags must be on the person.
- (c) Bags on backs or sling bags count for tag purposes, while loosely held bags do not.
- (d) Humans may not wear bags or ammunition for the purpose of obstructing tags.
- (e) Do not inappropriately touch any person.
- (f) Tags must occur within play zones.
- (g) Tags cannot occur within no-play zones.

- (h) Tags can occur within safe zones, only under specific conditions (See Section 3.1.1).
- (i) In the event of a successful tag, the human must hand their bite code to the zombie if they are happy that the tag is legitimate. Once the human has handed over their bite code, they can no longer dispute the tag.
- (j) Once tagged a human becomes incubating. (See Section 2.8.1)
- (k) In the event of a tag dispute, the human must **NOT** give their bite code to the zombie. Both players should take down each others contact details and name, the human player must remove themselves from play by taking off their bandanna and approaching an administrator preferably with the zombie to sort out the dispute, the human player may only rejoin play with an 'OK' from an administrator.
- (l) Tag disputes can only be resolved by administrators.
- (m) Tags occur one at a time (no multi-tagging). The zombie must receive the first player's bite code before they can attempt to tag another player. The zombie is permitted to delay recording the first tag briefly, but is urged to do so as soon as possible.

### **3.1.1 Safe Zone Tag Conditions**

- (a) The zombie must be outside of the safe zone reaching inwards.
- (b) The zombie must have both feet firmly on the ground.
- (c) The zombie cannot be supported or hanging in anyway.

## **3.2 Stunning**

- (a) A zombie (in a play zone) when struck by ammunition becomes a stunned zombie. (See Section 2.7.1)

- (b) A player throwing ammunition from within a safe zone must step outside of the safe zone with both feet after doing so (before throwing any more ammunition), and may immediately re-enter the safe zone thereafter.
- (c) A zombie cannot be stunned while in a safe zone.
- (d) Stuns must be on the person.
- (e) Bags on backs or sling bags count for stun purposes, while loosely held bags do not.
- (f) Zombies may not wear bags for the purpose of obstructing stuns.
- (g) Zombies may not use to bags to deflect incoming stuns.
- (h) Stuns must occur within play zones.
- (i) Stuns cannot occur within no-play zones.
- (j) Do not inappropriately throw socks at any person.
- (k) Stun disputes can only be resolved by administrators.

### **3.3 Feeding & Bite codes**

- (a) A player's bite code is secret, it must not be distributed unless due to a successful tag.
- (b) Feeding is the act of successfully logging a bite code.
- (c) Bite codes must be logged as soon as possible.
- (d) A bite code feeds only one zombie, unless otherwise specified by an administrator.

### **3.4 Starvation**

A starved player will be removed from the game.

### 3.4.1 Humans

Starvation occurs if a human fails to attend sufficient supply drops within the designated period.

## 3.5 Play Zones

Play zones must meet the following criteria.

- On campus.
- Outdoors. There must be an unobstructed view of the sky (or clouds).
- The area under any tree is a play zone.
- The Botanical Gardens during daylight hours (7 a.m. to 6 p.m.).
- See the play zone map for clarification.

## 3.6 Safe Zones

Safe Zones are the following:

- The *Day Kaif* area (will be demarcated).
- The immediate area around the RU Library (will be demarcated).
- The Botany Department premises, including the garden enclosed by the gates and walls.
- Any area on campus with a permanent roof overhead. (Such as the area around the Fountain Square.)
- Other areas may be demarcated as safe zones as the game progresses.
- Personal safe zones created after crossing a road (See Section 3.10).

Rules for safe zones:

- (a) During missions safe zones do not exist, unless otherwise specified.

- (b) Leaving a safe zone is the act of placing any part of your body on the ground outside the safe zone, and must immediately be proceeded by placing both feet on the ground outside of the safe zone.
- (c) A human may enter and leave a place zone as they please.
- (d) A zombie cannot be stunned while they are in a safe zone.
- (e) A human may not be tagged in a safe zone by a zombie in a safe zone.

### 3.7 No-play Zones

No-play zones are as follows:

- Anywhere off campus.
- Indoors.
- Doors (See additional rules).
- Stairs (See additional rules).
- Roads and parking-lots (See additional rules).
- Cars (See additional rules).
- The Botanical Gardens are no-play at night for safety concerns.
- The Provost Café is **NOT** on campus.
- In trees, bushes, and gardens.
- Any sporting or academic activities.
- Other areas may be demarcated as no-play zones if events on campus warrant it.

Rules for no-play zones:

- (a) If possible, avoid no-play zones.

- (b) Players should proceed through no-play zones as they would normally (Do not run).
- (c) Humans using no-play zones to avoid tags are liable to be suspended.
- (d) Attempting to tag a human in a no-play zone is liable to get a zombie suspended.
- (e) You may not enter a no play zone if you are actively being chased.
- (f) Zombies are expected to allow humans to traverse these areas safely, and visa versa (See Section 5).

### **3.7.1 Doors**

- (a) The immediate area around any doorway has an arms length no-play zone around it for any player able and intending to entering that door.
- (b) Leaving a door, a player immediately enters a play zone.
- (c) Abusing doors is liable to get a player suspended.

### **3.7.2 Stairs**

- (a) Stairs are defined as anything more than 2 steps up, down, or both.
- (b) Players must exercise due caution when on stairs.
- (c) Players may not remain on stairs to avoid a tag or stun.

### **3.7.3 Roads and parking-lots**

- (a) Any tarred, brick, or paved area designed for motor vehicle travel is considered a road or parking-lot.
- (b) Parking-lots are no play zones whenever there is a running or moving vehicle present.
- (c) Players must exercise due caution when crossing roads.



Crossing of roads:

- (a) Roads remain no-play zones even during the event of a crossing.
- (b) After exit a road from a crossing, a player may immediately place a personal item on the ground (as an anchor) to create a temporary personal safe zone.
- (c) Alternatively, after exit a road from a crossing, a player may immediately remain stationary and declare a personal safe zone.
- (d) If neither of the above are done, a player re-enters the game.

Roads bordering campus include (but not limited to):

- South Street
- African Street
- Summserset Street
- Grey/Beaufort Street
- Lucas Street

are subject to the following rules:

- (a) The side walk (on campus side) is considered a no-play zone.
- (b) Other road rules still apply.
- (c) Players are warned not use these roads to circumvent play zones.

#### **3.7.4 Cars and any other forms of transport**

- (a) Players who travel to campus via car may do so as per usual.
- (b) Players within vehicles (running or otherwise) are considered to be in a no-play area.
- (c) Players may remove their bandanna's as they reach their vehicle, doing so indicates their intent to safely leave the play zone.

- (d) Players should avoid using a vehicle while on campus, unless it is an emergency.
- (e) Players found to be abusing vehicles are liable to be suspended.

### 3.8 Suspension

- (a) A suspended player must cease play at once.
- (b) A suspended player does not wear a bandanna.
- (c) Until specified, a suspension is permanent.
- (d) The suspension time may be specified by agreement of the administrators present, or deferred to the *Supreme Zombie Overlord* for ruling.
- (e) Once the specified time-frame has elapsed, the player may re-initiate play from a safe zone (He does not need an administrator present).
- (f) The suspension may have additional specifications.
- (g) The *Supreme Zombie Overlord* may overrule or initiate a suspension at any time.

### 3.9 Ammunition

- (a) Ammunition must be either **a clean balled up sock** or **a clean soft piece of fabric held in a ball by elastic**.
- (b) No other modifications to ammunition is permitted. (No bolas, flails, whips or any other melee weapons.)
- (c) Hard fabrics (such as denim or canvas) may not be used.
- (d) Ammunition may only be thrown by hand.
- (e) Ammunition may not be used in melee.
- (f) Any non-clean, non-soft component within ammunition is liable to get a player suspended.

- (g) A zombie (or stunned zombie) may not interact with ammunition.
- (h) A human may request a zombie (or stunned zombie) to kick or knock ammunition towards them, the zombie (or stunned zombie) may honour this request if they wish.
- (i) An incubating human who chooses to help the zombies during their incubation period is considered a zombie for these rules when interacting with ammo owned by other players.

### **3.10 Personal Safe Zones**

After crossing a road, any player has the option to declare a personal safe zone.

- (a) Personal safe zones are valid as safe zones only for the person who created it.
- (b) Personal safe zones may not be moved, or changed in any way.
- (c) A human in a personal safe zone is immune from being bitten.
- (d) Zombies in a personal safe zone are immune from being stunned.
- (e) Other players may not enter your personal safe zone.
- (f) Zombies may not reach into your personal safe zone.

#### **3.10.1 Safe Zones around an anchor**

- (a) Valid anchors include bags, jackets, socks, shoes, or any item that will not blow away in the wind.
- (b) Players must be able to touch the anchor at all times, or forfeit that personal safe zone around it.
- (c) The anchor may not be shifted in position in any way.
- (d) Bags used as anchors may be accessed, but still not moved.

- (e) Anchors may not be switched in any way.
- (f) Please do **NOT** use wallets or cell-phones as anchors.

### **3.10.2 Safe Zones without an anchor**

- (a) Players must remain stationary, or forfeit their personal safe zone.
- (b) Players may not edge around slowly, this is considered moving.
- (c) Players may sit down or stand up in the same spot.
- (d) Players must be careful to not move their feet from where they were standing or sitting as this is deemed to be moving and voids the safe zone.

## **3.11 Disputes**

- (a) Players must report disputes to an administrator within one hour.
- (b) Both parties will be required to testify in the event of a dispute, refusal to do so will result in penalisation.
- (c) Administrator rulings are final, except if overruled by the Supreme Zombie Overlord.
- (d) Disputes will be recorded, and repeat offenders will be penalized.

## **3.12 Missions**

Missions are generally held in the evenings around 7:00 p.m.

- (a) Each mission will begin with a briefing of the rules and goals, players must attend these briefings to participate in missions.
- (b) Missions are optional.
- (c) Any rules mentioned above may change during missions.

- (d) The result of a mission may permanently alter the game rules to the benefit or loss of a faction. E.g. reduced stun times for zombies, more safe zones for humans.

### **3.13 Noise**

- (a) No player, human or zombie, may make excessive or unreasonable noise anywhere on campus; near administrative, academic buildings or residences.
- (b) Excessive noise is any noise above that of a regular conversation when within a reasonable distance of the above mentioned locations.
- (c) The academic program comes first and foremost on campus and disruptions to this program will be dealt with as a serious breach of the rules.

### **3.14 Revives**

Revives are items given to players as rewards for certain events such as successful missions. Revives can be used to restore an incubating player to alive.

- (a) Revives can be used to restore an incubating player to alive.
- (b) Revives may not be used to bring a zombie back to life.
- (c) A player who has access to a revive must still hand over their bite code to the zombie who tagged them.
- (d) The incubating player must take their revive to an administrator to receive a new bite code and have their status changed .

### **3.15 Other rules**

All actions prohibited by Rhodes University policy and/or national law are prohibited in this game, any witnesses to such activity should report the persons involved and inform an administrator. Players caught breaking Rhodes University policy and/or national laws will be immediately removed from the game.

### **3.16 Injury & Emergency**

Rules for injuries and emergencies:

- (a) Any player may pause the game in the event of an emergency.
- (b) If the game is pause due to such an emergency, the players present must immediately contact emergency services if applicable. Furthermore, the event must be reported to an administrator as soon as possible.
- (c) Emergency numbers are listed on the website under the ‘Contact’ section.

## **4 Online Regulations & Acceptable Usage Policy**

- (a) The purpose of the online platforms (website, Discord or Facebook) is to enhance the game and to make it more enjoyable for all.
- (b) No use of the online platforms for the purposes of abusing, belittling or otherwise defamatory behaviour will be tolerated.
- (c) Use of these platforms may not bring GameSoc or Rhodes University into disrepute.
- (d) Abuse of the above rules will result in the person being removed from that platform and suspended from the game.
- (e) What counts as abuse falls under the discretion of the administrator team and is not limited by intention of the accused party.

## **5 DON'T BE A DICK.**

Ultimately HvZ is about having fun, please be considerate of others.

### **5.1 Golden Rule**

When in doubt, don't be an idiot.