
Rhodes University Humans versus Zombies

2016 RULES

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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:

- Graeme Faul
- Michael Simons
- Greg Linklater
- Rouxbert Louw
- Andrew Marais
- Antonio Peters
- Drasti Naik
- Kyle Wallace
- Keyan Simpson
- Matt Huber

- Michaella Sloane
- James Carkeek

2.1 The Supreme Zombie Overlord

This year the *Numero Uno* is Graeme Faul. 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 admin vote which must include the number two.

2.2 The Number Two

This year the *Number Two* is Michael Simons.

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.

2.3 The Web Guys

They are Greg Linklater, and Rouxbert Louw.

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 (from either player).
 - Suspend a player.
 - Temporarily halt the game.
- (a) There are a number of administrators.
 - (b) Administrators will wear different colour bandanna's all times while in the play area.
 - (c) Administrators are neither Human nor Zombie

2.5 Veteran Players

- (a) These are players who know the rules well who have been selected to be the eyes and ears of the admin team.
- (b) They hold no power over any other player and may NOT pass any rulings, they will appear as normal players.
- (c) They will inform admins directly of anything deemed necessary or important

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.
- (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.

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

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 PM 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) 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 4.)

- (d) After 1 PM of the first day the OZ becomes a regular zombie.
- (e) The OZ abides by all other zombie rules.
- (f) There may be more than one OZ under certain conditions.
- (g) 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) Humans may carry ammunition for use against zombies.
- (c) Humans must attend at least one supply drop per day, failure to do so may lead to starvation.
- (d) 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) Incubating humans may choose to help the humans until their incubation period ends.
- (c) Incubation last for 20 minutes, after which time the player becomes a regular, non-stunned zombie from a safe zone.
- (d) Incubation rules may change for missions

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) A player may not masquerade as another role, with the exception of the OZ during the first day.

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.

2.10 Non-Players

This is any person not participating in the game of HvZ. Please show these people the respect you would normally. Do not inconvenience them with your actions. Any player removed from the game ceases to be a player and becomes a non-player. 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 and using them 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, bags on backs/sling bags count, held bags don't.
- (c) Humans may not wear bags/ammunition for the purpose of obstructing tags.

- (d) Do not inappropriately touch any person.
- (e) Tags must occur within play zones.
- (f) Tags cannot occur within no-play zones.
- (g) Tags can occur within safe zones, only under specific conditions (see below).
- (h) 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 legit, once the human has handed over their bite code, they can no longer dispute the tag.
- (i) Once tagged a human becomes incubating. (See Section 2.8.1)
- (j) 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 admin preferably with the zombie to sort out the dispute, the human player may only rejoin play with an OK from an admin.
- (k) Tag disputes can only be resolved by administrators.

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/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 take one step outside of the safe zone 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, bags on backs/sling bags count. handheld bags do not.
- (e) Zombies may not wear bags for the purpose of obstructing stuns.

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 (7AM to 6PM).
- 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).
- 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 additional rules).

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.
- (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:

- If possible, avoid no-play zones.
- Players should proceed through them as they would normally (Do not run).
- Humans using no-play zones to avoid tags are liable to be suspended.
- Attempting to tag a human in a no-play zone is liable to get a zombie suspended.
- You may not enter a no play zone if you are actively being chased

3.7.1 Doors

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

3.7.2 Stairs

- (a) Stairs are defined as anything more than 2 steps up.
- (b) Players must exercise due caution when on stairs.

3.7.3 Roads and parking-lots

- (a) Any tarred/brick/paved area design for motor vehicle travel is considered a road/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.

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 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) Hard fabrics (such as denim or canvas) may not be used.
- (c) Ammunition may only be thrown by hand.
- (d) Ammunition may not be used in melee.
- (e) Any non-clean, non-soft component within ammunition is liable to get a player suspended.
- (f) A zombie may not interact with ammunition.
- (g) A stunned zombie assisting the human who stunned them in retrieving the ammo.

3.10 Personal Safe Zones

- (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.

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 in the same spot.

3.11 Disputes

- (a) Players must report disputes to an administrator within one hour.
- (b) Both parties will be required to testify in the vent of a dispute.
- (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 7:00pm

- (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 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 admin to receive a new bite code and have their status changed

3.14 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.

3.15 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.

4 DON'T BE A DICK.

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