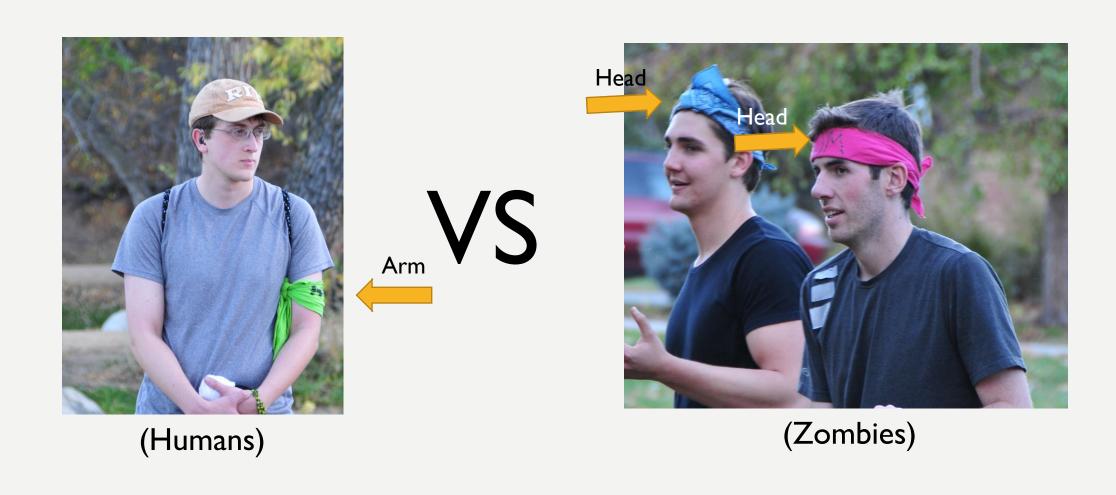
CU HVZ WEEKLONGGAME SPRING 2017

PLAYER INFORMATION

WHAT IS HUMANS VERSUS ZOMBIES?

- **Humans Versus Zombies** (Or, "HvZ") is a whole-campus game of zombie tag. During a single week, players play the game alongside attending classes and carrying out their lives. Starting as a human player, you will do your best to avoid being tagged by zombie players while also completing mission objectives. In short: you will try to survive the week.
- Players are marked by a bandana. Human players wear their bandana on their <u>arm</u>. Zombie players wear their bandana on their <u>forehead</u>. Game moderators will be marked by <u>two bandanas</u>. When you are zombified, you move your bandana from your arm to your head. You are now a zombie.
- Humans almost never win a game of Humans Versus Zombies.

WHAT IS HUMANS VERSUS ZOMBIES?





(When you get tagged, move your bandana to your head)

GAMEPLAY:

- 1. 99.5% of players start as human, 0.5% as zombies.
- 2. If you get <u>tagged</u> by a zombie, you become a zombie.
- 3. If you <u>stun</u> a zombie (with socks, marshmallows) they are out of the game for 5 minutes.
- 4. If a zombie does not feed for 48 hours, they die permanently.

That's it.

HOW DO ZOMBIES WIN?

ASSIMILATE

ALL

THE

HUMANS!

HOW DO HUMANS WIN?

LIVE!

BUT... THERE ARE RULES

1. DON'T BE A DOUCHEBAG

It's college. We're adults. Don't be a douchebag.

Douchebaggery can include, but is not limited to...

- Using non-players as cover/human shields,
- Removing your bandana, wristband, or conveniently choosing not to play, to avoid being killed,
- Denying that you were tagged/stunned (or claiming tags/stuns you didn't get),
- Losing your temper, swearing, or generally acting like this is the actual apocalypse.

2. DO NOT INVOLVE NON-PLAYERS IN THE GAME.

In other words,

If someone isn't wearing a bandana AND a wristband, do not tag them, do not throw socks at them, do not shoot them with marshmallows, and ESPECIALLY do not give them reason to feel threatened or in danger.

Our ability to hold this game is contingent on the fact that the CU community feels safe, even with a bunch of hooligans running around in bandanas. (More on this later from the CUPD).

3. PLAY ONLY WITHIN THE GAME LIMITS

Busses, classrooms, dorms, and all buildings are -OFF LIMITS-

Play will take place solely on the campus, and at pre-determined off-campus locations.

3. PLAY ONLY WITHIN THE GAME LIMITS



4. NO NERFON CAMPUS. PERIOD.

We know, it sucks. But those are the rules, and they're for everyone's safety.

In the past, HvZ has almost been banned entirely because of violations of this rule, so we must be absolutely, positively clear.

NO NERF ON CAMPUS. PERIOD.

To combat the hordes, you have three options available to you on campus:

I. Sock-bombs. Simple and reliable.

Sock bombs are made by rolling up a sock and taping it. These thrown projectiles never jam, and are easily recoverable. An HvZ staple for 12 years.





To combat the hordes, you have three options available to you on campus:

2. Blowguns. Slow, long-range firepower.

PVC blowguns of <u>no more than 3 feet</u> may be used on campus. Over the years, these straightforward, long-range weapons have gotten gradually more elaborate.





To combat the hordes, you have three options available to you on campus:

3. Marshmallow Blasters. Short-range, high ROF.

This option is our compromise with CUPD. So long as marshmallow blasters are brightly colored, they may be used on campus.







To combat the hordes, you have three options available to you on campus:

3. Marshmallow Blasters. Short-range, high ROF.

Marshmallow shooters may be recolored with paint or tape to make them legal, but they must not be darkly-colored or camouflage. If you're unsure, contact the

mod team.





5. CAMPUS GAMEPLAY STARTS AT 9:00, ENDS AT 5:00

Between the hours of 9:00 and 5:00, the game is on. After 5:00 no play is allowed anywhere on campus.

However, each evening will also feature an off-campus mission after 5:00.

During the off-campus missions, Nerf gear MAY be used.



-Kyle catches Matt unawares for a sneaky kill-

PLAYER CODES

When you signed up for the game, you will be able to see your own 5-digit player code.

Print out this code, and keep it with you

When you are tagged by a zombie, give them your code, move your bandana to your head, and join the zombie team.

When you tag a human, you must record your kill through the site by entering that player's code number.

HUMAN GAMEPLAY

As a human, your odds of survival are very, very low. Only good teamwork and trust in your fellow humans will keep you alive through the week.



HUMAN GAMEPLAY

You're free to attend the daily missions as you like, but each zombie victory increases the power of the horde, and shrinks your chances of surviving.



HUMAN GAMEPLAY

All that being said – you almost certainly will die.

The best you can hope to accomplish is to make your sacrifice meaningful.





ZOMBIE GAMEPLAY

For a human, team work is important.

For a zombie, teamwork is everything.

ZOMBIE GAMEPLAY

As a zombie, your only advantages are your overwhelming numbers, and your immortality. Human death is permanent. Zombie death means nothing.



ZOMBIE GAMEPLAY

Never forget that you are a predator.

Get creative to keep the humans guessing, and keep them scared.





(Fall Game, October 2010)

MISSIONS: ON CAMPUS

Each day will feature a mission for the human players to accomplish on campus. Details of this missions will be sent out the previous night via email.

Completing this missions will disempower the zombie horde, or give the humans vital intelligence.



(Spring 2016, HvZ: Archipelago)

MISSIONS: OFF CAMPUS

Starting at 5:00pm each day, there will also be an off-campus mission at one of Boulder's various parks.

At these missions, nerf gear may be used.

Like the day missions, completing these missions will be vital to human victory.

PLEASE CONTACT THE MOD TEAM WITH ANY QUESTIONS:

HUMANSVSZOMBIES@COLORADO.EDU