

CU HVZ

WEEKLONG
GAME

FALL 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, **provided by us**. Human players wear their bandana on their arm. Zombie players wear their bandana on their forehead. Game moderators will be marked by two bandanas. 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?



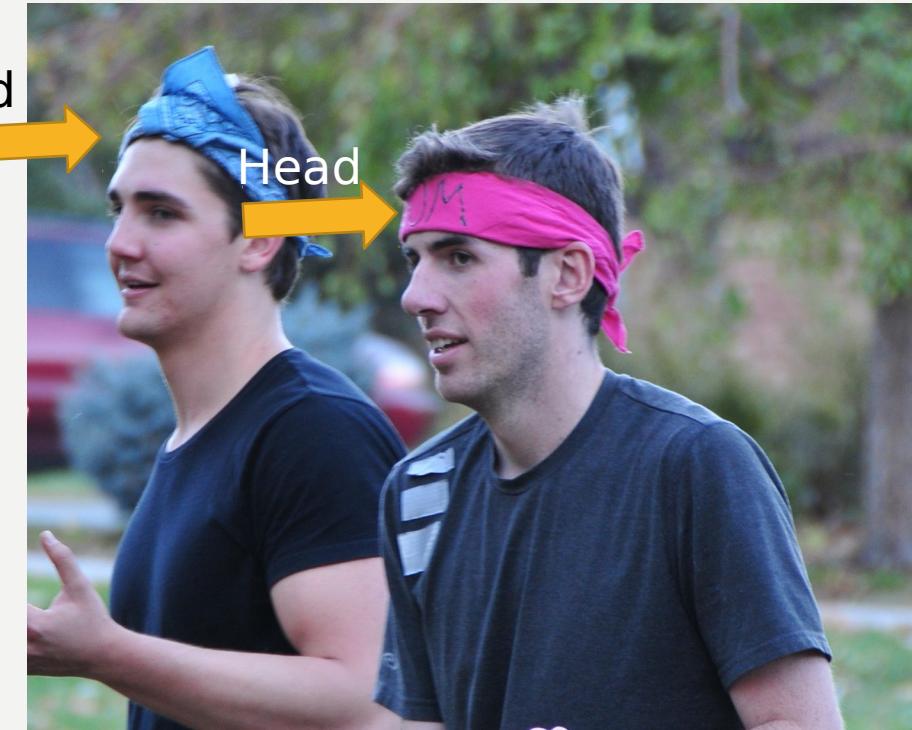
(Humans)

VS

Head



Head



(Zombies)



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

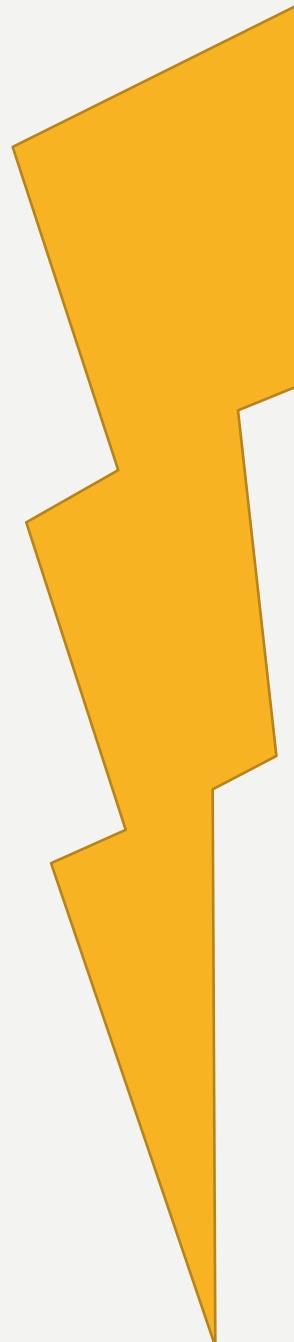
GAMEPLAY:

1. 99.5% of players start as human, 0.5% as zombies.
2. If you get tagged by a zombie, you become a zombie.
3. If you stun a zombie (with socks or 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?**

COMPLETE
MISSIONS TO
STOP THE
ZOMBIES!

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 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 (bright yellow provided by us!), 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 NERF ON 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.

**4.
NO NERF
ON CAMPUS.
PERIOD.**

SO, WHAT *CAN* I USE?

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

1. 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.



SO, WHAT *CAN* I USE?

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

2. **Blowguns.** Slow, long-range firepower.

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

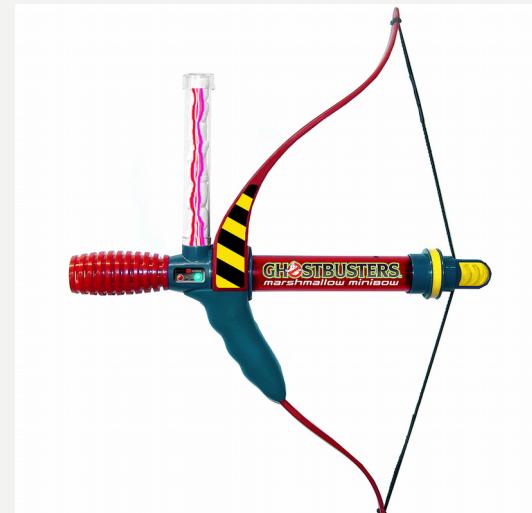


SO, WHAT *CAN* I USE?

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

3. **Marshmallow Bows.** Short-range, high ROF.

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



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.



A photograph of two young men outdoors. The man on the left is seen from the side, wearing a black t-shirt and a grey headband. The man on the right is facing the camera, wearing a white t-shirt and a glowing orange headband. They are standing in a park-like area with trees and a paved path.

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.



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.



(Fall Game, October 2010)

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.



(Spring 2016, HvZ: Archipelago)

**PLEASE CONTACT THE
MOD TEAM WITH ANY
QUESTIONS:**

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