

Claremont HvZ Rules

Each semester, Claremont HvZ organizes a 5 day game of moderated tag called Humans Vs. Zombies. The game involves both “human” and “zombie” players. Zombies attempt to tag humans. Humans defend themselves against zombies by tagging zombies either with a dart fired from a foam dart blaster or a thrown balled-up sock.

All foam dart blasters are brightly colored and do not resemble actual firearms. Over the course of the week, participants complete a series of carefully moderated missions and projects. With over 500 players, Humans Vs. Zombies is one of the largest substance-free activities to take place at the Claremont Colleges.

Non-players can identify participants by the colored bandanas they wear on their arms/head. Participants have strict instructions not to interfere with non-players, and the Claremont HvZ moderation team has designed a rule set in conjunction with the administrations at each of the Claremont Colleges to ensure that classes and non-players are not disrupted.

Some of the missions involve props, such as empty cardboard boxes that players retrieve. All such game props will be labeled with stickers or writing saying “Claremont HvZ Game Prop. Please do not disturb”.

If at any point during the game you have a question or a concern, you can reach the on-duty moderator by emailing mod@claremonthvz.org or calling 909-525-4551.

Non-Players

People who aren't playing are NOT permitted to help those who are. They're not part of the game and need to be treated as such.

You may not

- shoot non-players.
- Ask non-players for information about other players
- Use non-players as shields

Non-players may not

- Open doors for players.
- Collect darts.

Players

Players will have a gold-yellow bandanna. Humans wear it on their upper arm, above the elbow. Zombies wear it on their head while active or around their neck if inactive (stunned).

Tags

A tag occurs when a zombie touches a human with one hand and one hand only. Once a human is tagged, they turn into a stunned zombie for 10 minutes, then become active. however, during night missions, a tagged human becomes a zombie after only 3 minutes.

Stuns

- If a zombie is hit by a moving dart, that zombie is stunned (inactive). Ricochets count.
- Humans may also throw a clean, balled-up sock.
- Zombies hit by a projectile are stunned for 10 minutes.

Re-Stuns

Inactive zombies may be stunned. If an inactive zombie is tagged their stun timer is set to their current stun-timer or 3 minutes, whichever is greater.

Stunned Zombies

Stun timer is 10 minutes.

When a zombie is stunned, they cannot be part of the game in any way. This includes blocking for other zeds, calling for help, or doing anything that might help zombies or hurt humans.

Should a human ask a zombie how much longer the zombie will be stunned, the zombie is required to truthfully and correctly answer the question.

Feed Codes

All players are given a feed card with a five letter feed code on it. Humans must carry this feed card with them at all times. Once tagged, a human must give the feed card to the zombie who tagged him or her. The zombie will then enter it into the feed page as soon as possible.

Socks

You may throw socks instead of shooting darts at zombies in order to stun them.

- Socks may only be reinforced with other socks (e.g. not putting rocks in them, not taping them, etc.).
- Socks must be washed and unworn in order to be used during HvZ
- The nerf tomahawk axe is considered equivalent to a sock despite not being worn on the feet inside of a shoe
- You may throw any number of socks at a time.
- You may throw an entire container (for example a laundry basket) of socks at a zombie but cannot throw the container itself.
- If the container has any form of propulsion (pneumatics, torsion, elastic, springs, etc) then it is considered a sock launcher and must be approved just like modified blasters.
- No matter the method of propulsion, a sock only successfully tags a zombie if it in no way is it in contact with the human at the time of tagging.

Missions

Each day both humans and zombies will receive a day and night mission. Missions may include special rules differing from those listed here. Winning or losing missions can dramatically alter both the plot and difficulty of the game. Showing up for missions is strongly encouraged. Players will gather for night missions at 6:30 or 7:00, depending on the mission. Details will be present in each email sent for each night mission.

Disputes

In the event that a tag or stun is disputed between a human and zombie player, one of the two players will shout "Parley". The two disputing players must then approach each other, put their hands on one another's shoulders, discuss the situation and attempt to reach a solution. If there is no agreement, the zombie will escort the human to either a safe zone and in doing so will then be stunned for 3 minutes. If the dispute is the result of a rules question, consult the on-duty moderator.

You *MUST* actually say "Parley" before you are considered under parley.

Blaster Modifications

Dart modifications and custom darts are banned.

Blaster modifications need to be approved by a moderator prior to the game. This applies to both cosmetic and functional modifications. Moderators will generally use the following guidelines for judging whether a modification is acceptable, but may reject any blaster deemed unsuitable for any reason.

- Blasters may not fire over 85 feet.
- Blasters may not hurt when fired at point blank range.
- Blasters may not leave a mark when fired.
- Blasters must be brightly colored and not resemble real firearms. You may not remove the blaze orange tip or repaint the body of the blaster.
- Homemade blasters (such as sock cannons) need to be approved by moderators prior to the game, just like modifications.

Locations

Play Zones

The game is played on the 5Cs. Off campus is out of play. The game is played AT ALL TIMES. If you sign up, please abide by this rule; the zombie apocalypse does not take breaks.

Safe Zones

Humans in a safe zone may not be tagged. Zombies leaving a safe zone are stunned for 3 minutes. Humans may shoot from most safe zones, if it is safe to do so and it doesn't disrupt non-players. Humans must have 2 feet firmly planted on the ground inside of the safe zone to be considered safe. Humans may not shoot from any safe zone at Scripps, or any academic building.

Confusing or unusual safe zones may be labeled with blue painter's tape on the ground.

These locations are safe zones at all of the schools:

- Dorm rooms, suite common rooms, and suite balconies (e.g. Mead suites, Atherton suites).
- All bathrooms, kitchens, and elevators
- The Inside of all dining halls, including outdoor dining areas within the confines of the dining hall (Frery's steps and outdoor tables are NOT safe zones but the Fenced in area at the Hoch is)
- Academic and administrative buildings as well as places of business such as the Coop Store and Coop Fountain (these include the indoor hallways of these buildings)
- The Scripps and Honnold/Mudd Library (Interior only)
- Any computer lab (including labs that are not separated by doors, such as Stark Hall at CMC)
- Student Centers (SCC, Platt, etc.)
- Any location during a club meeting, sports practice, or sporting event.
- Statue gardens and museums

Global Ceasefires

Moderators will occasionally declare a global ceasefire. During a ceasefire, every location normally in play becomes a no-fire safe zone. No humans may stun zombies and no zombies may eat humans. These are generally brief.

Every day, the time 20 minutes prior to mission gathering time is a ceasefire. This gives humans a chance to get to the SCC before the night mission and zombies a chance to get to wherever they meet that night.

Players will gather for night missions between 6:30 and 7:00; the specific time will be released with each night mission email.

Roads

The busy roads of 6th Street, 9th Street, College Avenue, and Platt Boulevard are considered out of play. Play is frozen in the street. No one can tag, shoot, stun, or be stunned while in the street or 5 seconds after leaving the street. You may not prevent someone from entering or leaving the street. You must cross a street along the shortest path possible. You may not use a street as an alternative to the sidewalk. Use common-sense and don't get hit by a car.

LOOK BOTH WAYS BEFORE CROSSING A STREET

Vehicles

These are a serious safety hazard. You **MAY NOT** use vehicles, even self propelled ones like bicycles or scooters. If you **MUST** use a vehicle for academic or emergency reasons, *TALK TO THE MODERATORS*.

Campus Facilities

Please be respectful of all the 5Cs at all times. The administrations are letting us play this game on their property, and we need to treat it with deference.

Scripps

We finally have permission to play on Scripps! Hooray! However there are a number of special rules at the request of the administration that we must follow. These rules are especially important because if we do not follow them, then we might not get to play at Scripps again in the future and that would be sad.

In-Play Hours

Scripps is only in play from 9 AM until 9 PM. Do not go onto the Scripps campus outside of these hours unless you live there, have a club meeting there, or have class there. You must go around Scripps outside of those hours, you can not cut through it.

Safe Zones

All dormitories at Scripps are safe zones. This includes the entire interior of the buildings, interior courtyards (secret gardens), and anything else that requires keycard access. All academic buildings are safe zones. This includes outside portions of academic buildings (like steps or patios). This also includes Balch and the Humanities Building Courtyard. The following locations are also safe zones: Margaret Fowler Garden, Seal Court, the rose garden, the gated gardens of Denison Library, Steele Hall (as taped off), the Rose Garden, and the humanities building.

All safe zones at Scripps are no fire/no camping safe zones. That means humans can't use blasters or socks while inside them and zombies cannot camp entrances or exits and must allow players a chance to leave safe zones unharmed.

Respect plant life

Scripps has lots of pretty flowers and trees around the building. You may not climb trees, step on flowers, walk on mulch, or hide in bushes on the Scripps campus.

Zero Tolerance

At Scripps, we have a **zero tolerance** policy regarding these rules. If we find out that you have broken a Scripps rule, you will be ejected from the game. Depending on the severity of the rule, you may be banned from future games. We also may report you to campus safety, the Scripps administration, and/or the administration of your own college.

Mudd

- Dorm lounges are safe zones to facilitate studying.

- At the request of Bon Appetit, you may not jump the fence next to the Hoch, although your friends may fire out of it.
- You may not jump over the wall separating the Mudd campus from the sidewalk next to Foothill. The area over the wall up until the edge of the sidewalk is in play because it is Mudd property but you may not go over the wall to get there.
- Hixon Court is a safe zone, beginning at the top of the stairs.

Pomona

The following special rules apply on the Pomona campus:

- The SCC is a safe zone with boundaries delineated by blue painters tape.
- Turrell Skyspace is a safe zone.
- The entire Seaver Theater Complex, including the courtyard, is a safe zone.
- The museum spaces and the courtyard between the museum and Thatcher is a safezone due to art work and sculptures.
- While the Pomona Art Museum is already a safe zone due to it being a campus building, we have been asked to explicitly mention it as such.
- Please also note that all activities associated with Art after Hours are a safe zone
- Please maintain a safe distance from all other outdoor art and art installations to avoid damaging them.

Smith Campus Center

A safe zone covers the Smith Campus Center's entire cement area, beginning at the bottom of its steps and at the end of the covered archways. Usually, blue tape marks the edges of this safe zone.

This area functions as the human base.

Human Classes

Moderator

Moderators organize the game

- Moderators can be identified by the bright green T-shirts or bandanas they wear when on duty.
- Occasionally, moderators will wear two golden yellow bandanas instead of their bright green shirts; the bandanas will be worn with one on the head and one on the upper arm.
- If they are not wearing their Mod shirt or bandanas, they are not on duty and are playing.
- While performing moderator duties, moderators are out of the game.
- Most moderators also play and their team can be identified based on where they wear their gold-yellow bandanna (following the rules for other players).
- A moderator can usually be found on duty at the SCC.
- You can reach a moderator by emailing mod@claremonthvz.org or calling (909) 525-4551
- Moderators can help with any questions you have.

NPC

- NPCs are not players but interact with the game to help drive the plot.
- NPCs can be identified by the paisley bandannas they wear on their arm.
- NPCs cannot be tagged or stunned except when it occurs as a plot device.
- NPCs are not moderators and as such cannot answer rules questions.

Black Ops

- Black Ops are a special human class that cannot be eaten by zombies during the night missions.
- If a Black Ops is tagged by a zombie in that timeframe they are stunned for 7 minutes instead of being turned into a zombie.
- Black Ops wear capes.
- To compensate for this extra power during missions they are limited to only using certain things to defend themselves. Additionally, Black Ops may not touch plot related items.

- Blowgun Black Ops use a moderator-provided blowgun and nothing else. They may carry and fire as many darts as they like, but may only fire one dart at a time.
- Sock Black Ops get 10 fluorescent pink socks when they receive their capes. They may only use these socks. If they lose some of their pink socks, they may come to the SCC during the day to replenish their socks.

Pacifist

A pacifist is a human who thinks violence isn't the answer to the zombie apocalypse. To play as a pacifist, just tell the moderators before the game begins. As a pacifist you cannot stun zombies in any manner. Pacifist signups continue until 3pm of the first day of play.

For your kindness to the horde, when you do turn into a zombie you will be rewarded with one bonus meal for each full day (until midnight) you survived before becoming a zombie.

At any time you may abandon pacifism in order to increase your odds of survival. If you do take up a blaster (or socks) then please notify the moderators at your next convenience so we can list you as an "ex-pacifist". Ex-pacifists do not get any bonus meals.

Special Infected

Noodler

The noodler is a type of zombie that has pool noodles for arms.

Noodlers can be identified by the pool noodle they carry. Pool noodles vary in color.

Noodlers can tag humans with their pool noodle and can be stunned by humans on their pool noodle. It takes 4 meals to become a noodler.

Noodler II

Upgraded noodlers function exactly the same as a noodler, except they can carry either two short noodles or one long noodle.

It takes a total of 7 meals to become an upgraded noodler.

Double Tap

The double tap (DT) is a more resilient type of zombie.

Double tap zombies can be identified by their green pinnie/vest (like at soccer practice when you were a kid).

Double tap zombies need to be hit twice within thirty seconds to become stunned. They are unimpeded after the first hit.

It takes 10 meals to become a double tap.

Bone Zombie

These zombies carry a cardboard shield that can be used to block darts, discs, and socks.

Shields cannot be used to tag humans.

It takes 8 meals to become a bone zombie.

Screamer

The screamer is a type of zombie that can respawn other zombies.

Screamers can be identified by the hula hoop they carry around.

Once per hour, screamers can respawn 10 zombies at once. To do so, ten stunned zombies all need to be holding the hula hoop at the same time, then they all count to 10 "brains-brains-brains" together (shouting the whole time). Neither the screamer nor any of the zombies holding the hula hoop may move while counting. Once they reach the final "brains-brains brains" the screamer needs to scream as loud as possible, then all the stunned zombies instantly become unstunned. The screamer cannot do this while stunned. If the screamer is hit while counting, he is stunned. This stops the count and none of the zombies respawn.

Zombies can only become a screamer as a reward for completing a mission.