by Kara Bogasky

Rachel Rosen, a Humans vs Zombies veteran, was walking to class with her sock ammo in her bag, when a zombie leaped out of a tree behind her and attacked. "Caught completely off guard, I was eaten and became a zombie," recollected Rosen.

Humans vs Zombies is a game of tag, similar to capture the flag, played at universities, camps, neighborhoods and conventions around the world.

The game was started by Gnarwhal Studios. Co-creator Max Temkin is also one of the creators of the popular adult card game called "Cards Against Humanity."

Gnarwhal Studios is dedicated to maintaining Humans vs. Zombies a free game to play.

Her friends later became zombies too, and they would go out together to hunt the humans. "One night, while in a huge pack of zombies, we spotted a vulnerable group of humans running towards a parking lot. We stampeded. Sock balls and nerf bullets flew through the air. It was a war scene. Soon they were cornered, out of ammo. We feasted," she said.

This Friday, Humans vs Zombies will be brought to University of Miami's campus for the first time at the Rock from 6 p.m. to 9 p.m., hosted by Cinematic Arts

Commission (CAC). CAC will be supplying pizza, socks for ammo, bandanas and bug spray to repel the pest that aren't the undead.

After the event, CAC will be showing a pre-screening of "Scouts Guide to the Zombie Apocalypse", a comedy about three boy scouts saving their town from a zombie outbreak. It will take place on the green outside the library, said Lin, the CAC special events coordinator.

When the game starts, all players are humans except one player who is selected at random to be the original zombie. It is the original zombies job to infect as many humans as possible.

"There's going to be a lot of story involved in it too," Crystal Uchegbu, CAC

Treasurer said. "Humans will given missions throughout the game, where they have to
collect ingredients for the cure or protect a hidden gem," like a human, and the mission
would be to get the human to a specific destination without being infected by a zombie.

Players will distinguish between humans and zombies thanks to the provided bandanas. Zombies will wear a bandana around their heads and humans will wear it around their arm. When a player is tagged by a zombie, they switch their bandana from their arm to their head.

In a typical game, humans protect themselves with nerf guns and sock balls (rolled up socks), which stun zombies.

"University of Miami won't permit anything that resembles a gun to be used for the event," Lin said. Therefore, only sock balls will be allowed for ammo to stun zombies with.

The rules state that while stunned, zombies cannot interact with the game in any way. Interaction includes tagging a human, preventing them from recollecting their sock ball, blocking or deflecting sock balls aimed at other zombies, or following a human.

"The event rule says that the stun will last for 90 seconds," Lin said.

Human vs Zombies games played on a larger scale can go on from a few days to a couple weeks. However CAC has adjusted the UM game to be played in just three hours.

"Since this is the first time we're doing it, we want to try it at a much smaller scale," Uchegbu said. "When the last 30 minutes hit, we're going to bring in the boundaries to constrain the fight for the cure and intensify the action."

The condensed boundaries will be limited to the green in front of the library, to make hiding from zombies more difficult, and speed up the rate of human infections/ humans being tagged by zombies.

The event is all outdoors, to prevent interrupting students working in the library or classes that might be in session, and to allow players to go to the bathroom without the fear of being attacked. The players will be constrained to the outdoor area between the Rock and the Cox Science Building and between the length of the Richter Library and the Ashe Building.

To encourage students to participate in the event, the first 50 people to attend will receive a special edition Humans vs Zombies t-shirt," Lin said.

Uchegbu said she's hoping the event will be a success so it can become an annual tradition.

Related Articles:

https://www.humansvszombies.org/

http://www.techtimes.com/articles/13457/20140819/slap-45-card-game-gnarwhal-studios-max-temkin-kickstarter.htm