

# Humans Vs Zombies Rules:

## Humans vs. Zombies: Game Guide

### **Overview:** What is Humans vs. Zombies?

Humans vs. Zombies is a game of tag played between two teams: human and zombie. The game is set in a post-apocalyptic world, in which the winning team conquers and outlives the other.

The goal of the human team is to survive the zombie onslaught from day one until the final day, but stunning zombies with unmodified NERF weaponry (Buzzbee blasters are also permitted), tossing clean balled up socks, and tossing fresh marshmallows. Once stunned, zombies are ineligible to bite (tag) a human for a pre-set period of time.

Survival may be made easier for the human team depending on their success or failure during a series of OPTIONAL side-missions and random encounters. In these OPTIONAL side-missions and random encounters, the humans must satisfy a series of objectives set by game administrators, while also fending off the zombie horde.

The sole goal of the zombie team is to devour all humans, by safely tagging human players and recording their bite codes (each player carries a unique ID) and recording the bites online.

Zombies are HIGHLY encouraged to feast on human flesh during the OPTIONAL side missions and random encounters by any means possible.

### **Objectives:** What is the main goal of playing Humans vs. Zombies?

The main goal of Humans vs. Zombies is to outlast the other team and survive.

The HUMANS will win by surviving long enough for all the zombies to starve. Some humans may win by accomplishing their objectives during the final mission and reaching the exit point.

The ZOMBIES will win by turning all human players into zombies.

BOTH SIDES will win by having a fun time!

### **Equipment:** What do I need to play Humans vs. Zombies at UMass Amherst?

The following gear is required for all players:

- Bandanna
  - o **Red-** standard players, human and zombie alike

- o **Yellow-** human squad leader (must be a registered squad)
  - o **Blue-** Officers (Trusted players who can arbitrate disputes and enforce rules. They wear the blue in addition to a normal bandanna. Officers are chosen by game administrators.)
  - o **White-** Administrators (The people who organize, monitor, arbitrate, and run the game. They are not players.)
  - o **Green-** Non-Player-Character (NPC. They often indicate something gameplay related during a mission. You should interact with anyone wearing a green bandana in an In-character way; they are a part of the game. Be warned: an NPC may help you or hurt you)
- UMass Student ID (or State Driver's License), and UMass email account
  - Player ID (legible unique player bite code, student email address)

The following gear is specific for HUMAN players:

- Unmodified NERF guns (Buzzbee blasters also acceptable)
- Clean socks
- Fresh marshmallows

**Universal Rules:** The absolute basics of playing Humans vs. Zombies safely at UMass Amherst

Rules created for the safety of all players are strictly enforced. Repeated violation of the rules may result in a ban from the game. Violation of University policy will result in a ban from the game.

**ALL PLAYERS, human and zombie, must carry their Student ID (or state ID), along with their player bite codes at all times.**

**Human players must wear their armband whenever they are not in a Safe Zone—there are NO EXCEPTIONS and NO EXCUSES. If you are concerned you may forget to put your armband on when leaving a building, leave it on even in Safe Zones.**

**Zombie players must wear their armband whenever they wish to actively participate in game functions. They may remove their bandannas and take a break from the game if they wish, but upon putting their bandannas back on; they are stunned and must wait the usual time before tagging a human.**

**Do not disrupt regular University functions. Avoid screaming or shouting while near academic buildings during the day.**

**Any injured players and anyone assisting them are considered temporarily out of the game. Play safely.**

**Safe Zones:** What qualifies as a safe zone during the game, and when are they active?

**Vehicles:**

*Vehicles are not permitted during missions.*

*Anyone caught on a vehicle within a building will be thrown out of the game for violating University policy.*

*Zombies may be stunned while in or on vehicles.*

*All players should use common sense and stay clear of moving cars, trucks, and buses during the game.*

Anyone on or within a moving vehicle is considered to be in a Safe Zone. This includes cars, buses, motorcycles, bicycles, skateboards, etc. This does not include roller-skates or roller-blades.

Vehicles cease to be safe zones when they are parked or stopped with the engine off, except for PVRTA buses or motorcycles, which are always safe zones.

Humans may only shoot from a vehicle if it has stopped and is classified as a non-safe zone. This means that if the vehicle has an engine, it must be switched off before shooting. (Except in the case of motorcycles. Motorcycles cannot be shot from or at, even if standing still with the engine off, due to their imbalance and value.)

In the case of bikes, when your feet touch the ground (straddling the bike) you are no longer safe. As you are no longer safe, you can shoot from this position.

**Buildings:**

All buildings on campus are considered Safe Zones, including the parking garage, private residences, dormitories, bathrooms, athletic practices (including outdoor band events), religious services buildings, any place a player is working, and the interior and parking lot of malls.

This list may not be comprehensive regarding physical safety—if it is unsafe to play in an area or situation, do not play there.

Humans cannot be tagged if any part of them is within a Safe Zone, but zombies can be stunned within Safe Zones if they are within 10 feet of an exit.

**Human Rules:** Specific rules that human players must abide by.

**Human players must carry a valid form of ID on them at all times, in addition to their unique player bite code.**

Humans may stun zombies by cleanly hitting them, anything they are wearing or carrying, with a single marshmallow, sock, or NERF dart. Only one marshmallow or sock can be thrown at a time. Each NERF gun may only fire one dart at a time, although firing a gun from each hand is acceptable, as are rapid-fire NERF guns.

Don't use anything that isn't safe. If you can't shoot yourself point-blank in the eye with it, then it's too powerful.

When a zombie tags a human, the human must immediately surrender their bite code to the zombie. Human players should ask to see the zombie player's ID and get their contact information when they surrender their bite code. Zombie players will also ask to see the human player's ID and contact information at this time. Zombies are expected to log the bite on the website as soon as possible, and certainly no more than three hours later.

Regardless of when the bite is logged, the human player is zombified immediately upon tagging, but is stunned and may begin playing as a zombie only after waiting the usual time.

**Zombie Rules:** Specific rules that zombie players must abide by.

When a zombie tags a human, the human must immediately surrender their bite code to the zombie. Zombie players should ask to see the human player's ID and get their contact information when they surrender their bite code. Zombies must also turn over their player code to the human, so that the human may log the bite if they wish to.

Zombies will starve if they go 72 hours without logging a bite. This timeframe may change during the course of a game based on the outcome of OPTIONAL missions and OPTIONAL random encounters.

Once a zombie starves, they are considered Dead, and no longer actively play the game. Keep in mind that there will be opportunities to resurrect throughout the game, and all dead players are resurrected as zombies before the final mission.

A bite may be shared with another zombie when it is logged on the website. Sharing a bite will lengthen the starve timer of the original biter and the person chosen to share the bite with. It is in the interest of the zombie team to share bites as much as possible.

While stunned, zombies cannot tag human players, nor can they assist other zombies by blocking or restraining humans in any way. Stunned zombies must lower their bandannas around their necks to indicate that they are stunned.

In missions, when a zombie is stunned, they must lower their bandanna, raise their arms, and move a few feet away from the area of combat to avoid injury and shielding.

Stuns last for 10 minutes unless otherwise specified by game administrators. If a zombie is hit again while stunned, the stun timer resets to the base stun time length. Stuns reset but do not accumulate.

Zombies may self-stun if they desire, but they must remain stunned for the full stun period after self-stunning.

## **Additional Rules:**

### **Vaccines:**

Players will get chances to either find or earn vaccines in the game which can turn zombie players back into humans (except for original zombies and self-bitten zombies).

Vaccines will be letter and number codes that can be submitted through the game mechanic site on the vaccine page when logged in as a zombie. After the code is typed in and submitted, the player who submitted the code will turn back into a human.

### **Pseudo-bites:**

Players will get chances to either find or earn pseudo-bites in the game which serve as non- sharable bites for zombie players.

The zombie can submit the bite code through the pseudo-bite page and receive credit for a bite for themselves.

### **Weapon-Wielding NPC's:**

Some Non-Player-Characters (NPC's) may carry NERF weaponry on them. These weapon-wielding NPC's will still have the green bandanna signifying their status as an NPC, but in addition will also have a green bandanna marking their weapon.

These weapon-wielding NPC's may or may not be taken out by special means. It is up to the players (both human and zombie alike) to determine whether or not the weapon-wielding NPC's are vulnerable to attack, and by what means, if these facts have not been previously stated within the current mission briefing.

### **Ammunition Theft:**

Don't steal ammunition.

**Melee Weapons:**

Melee weapons are prohibited. If you are seen using one for in-game reasons not specified by a mission or random encounter guideline, you will be banned from the game.

You may carry them however, as they do look awesome.

**Cosmetic Modifications:**

They must not alter the bright color of NERF weaponry, especially not the orange barrel tips.

**Power Modifications:**

Power mods are not permitted. The following NERF weapons are also not permitted: NERF Crossbow, NERF Rocket Launcher, NERF Football. Use only official NERF darts.

Socks must also be used as-is; meaning that they cannot be taped up, attached to anything, or have anything inside them. Also, use clean socks. Seriously.

Do not use dangerously stale marshmallows.

**Bandanna Positions and Shielding:**

All players must wear thick bandannas. You may not obscure your bandanna or which team you are on in any way. Zombies must wear their bandannas 360 degrees around their heads. (From the front of the face to the back of the head) Humans must wear their bandannas visibly on their arms.

Zombies may not try to wear hoods, hats or use their hair to try and obscure their bandannas. Umbrellas do not count as concealment, but zombies may be stunned by a hit to the umbrella.

Humans must also not wear jackets or tops of a similar color to their bandanna.

Obscuring, concealing, or being misleading about your bandanna is not a valid tactic.

Shielding from darts is also not a valid tactic.

## **Stalking:**

Stalking is defined as a zombie following a human inside a Safe Zone for in-game reasons.

Any zombie who follows a human inside a building to track their movement or communication in order to aid themselves or other zombies, is stalking and is prohibited.

A zombie who has a class, meeting, job, or other legitimate reason to be in the same building as a human at the time, is not stalking.

## **Marching Band:**

Members of the marching band are required to follow additional rules to protect University property, and to ensure that the game does not interfere with UMMB functions:

- 1) In all circumstances where there is a conflict, UMMB policy supersedes HvZ game rules. If you are unclear about a potential conflict, abide by UMMB policy.
- 2) Any player carrying a uniform or University owned instrument outside of its case is temporarily removed from the game. You are required to remove your bandana and not to interact with game function in any way. Any player caught putting a uniform or University owned instrument in danger will be disciplined by the HvZ admins and reported to UMMB administration.
- 3) The practice fields (encompassing the parking lot, all 3 fields, and any other area where UMMB functions may be taking place) will be considered a safe zone for ALL AND ONLY members of the Marching Band between 4:25pm and 6:25pm on any day that there is an outdoor rehearsal.
  - 3a) In the case of sectional rehearsals that extend beyond this time, please inform the admins, and special arrangements will be made.
  - 3b) Tubas and Drumline will be considered in a safe zone from the time that they enter Grinnell to pick up their instrument before rehearsal to the time that they leave after putting it away.
  - 3c) Anyone transporting equipment, such as electrical equipment, pit instruments, ladders, etc, will be safe as long as they are transporting materials. If game functions would get in the way of this, then the game is paused in the area that work is being done.

4) In the case that there is a major UMMB function, such as a trip or a football game, special accommodations will be made for members of the Marching Band. Announcements regarding these special accommodations will be made for each function.

### **Arbitration:**

Most players will be tagged and become zombies at some point in the game. Some people look forward to this, while others do not. For those of you who do not, you'll probably have to get over it. After all, it's a game.

If a serious dispute arises over a particular rule, defer to the judgment of an Officer or Admin if available. Admins and Officers will not handle disputes over tags or stuns unless they witnessed the event.

**Do not call admins on their personal cell phones unless it is a serious emergency. This includes safety hazards, and issues with the UMass community or police.**

If neither an Officer nor Admin is available for a rules dispute, we suggest the following possible resolutions:

- Rock, Paper, Scissors
- Do Over
- Go your own separate ways as if nothing ever happened
- Thunderdome
  - o Involved parties go to a lawn, field or other suitably-open location. Humans begin in one corner, zombies in the other. The humans may have only one piece of ammunition for each zombie between them.