

The Basics:

Overview: Humans vs. Zombies is an immersive, on-going live-action game with two teams; almost all players will start out as Humans and their goal is to survive to the end of the game. Zombies can turn Humans into Zombies by tagging them, but Humans can 'stun' Zombies (remove them from play for a short amount of time, usually 10 minutes) using Nerf guns or by throwing socks or marshmallows. The goal of the Zombies is to turn all Humans into Zombies.

Equipment: You will need the following to play: a red bandana, wrapped around your arm to mark your status as Human or around your head to mark your status as a Zombie; a piece of paper with your bite code, which you will surrender to a Zombie that manages to tag you; and some way of defending yourself from the undead horde – socks, marshmallows, or Nerf guns.

Safe Zones: Humans cannot be tagged if any part of them is within a Safe Zone, although Zombies can still be stunned inside Safe Zones but within 10 feet of an exit. Safe Zones include the inside of all buildings on campus except for the parking garage, any moving vehicle, PVTA buses and motorcycles even when stationary, private residences, bathrooms, athletic practices, religious services, any place of work if the 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.*

Missions: There will be Missions throughout the game – events where one or both of the teams have specific goals and rewards for meeting them. Participation is optional but highly encouraged; players will receive detailed briefings prior to each mission.

How to Enjoy the Game: Abide by the law and all University Rules and Policies at all times. Obey the instructions of any University Official, and do not antagonize anyone. Listen to Administrators and Officers, follow the rules, and try to be sportsmanlike. Above all, play safely. For more specific rule clarifications and information on how to arbitrate a dispute, view the full rule list at **[PUT THE URL HERE.](#)**

The Specifics:

Equipment/Weaponry:

- Keep your bite code on you at all times.
- Mini-marshmallows and Peeps are acceptable. Marshmallows can become hard if left too long; consider buying new marshmallows if yours have become dangerously solid.
- Socks must be used as-is; they cannot be taped up, attached to anything, or have anything inside them. Also, use clean socks. Seriously.
- Cosmetic modifications must not alter the bright color of Nerf weaponry. No power modifications are permitted. The following Nerf weapons are not permitted: Nerf Crossbow, Nerf Rocket Launcher, Nerf football. Use only official Nerf darts.
- Nerf mêlée weapons have absolutely no effect on Zombies, but you are encouraged to carry them because they look awesome.
- Don't steal ammunition.
- Don't use anything that isn't safe. If you can't shoot yourself in the eye with it, then it's too powerful.

Bandanas: Bandanas are used to indicate the status of each player. Humans wear a bandana around their upper arm; Zombies wear theirs around their forehead. Stunned Zombies should drop their bandana around their neck while stunned. There are five colors

of bandana:

Red – for standard players, Human and Zombie.

Yellow – indicates a Human squad leader, a much more inviting target for Zombies.

Blue – worn by Officers, trusted players who can arbitrate disputes and enforce rules. Officers wear a blue bandana *in addition* to a normal bandana, so you will usually see Blue/Red (Officer-players).

White - worn by the Admins, the people who organise, monitor, arbitrate and run the game. Do not try to stun or tag them; they are not playing. If you need rule clarification or dispute arbitration, you can ask an Admin if there are no Officers who can help you.

Green – indicates a Non-Player Character (NPC). These will be used by the Admins as the game progresses, often to indicate something gameplay-related during a mission. You should interact with anyone wearing a green bandana in an In-Character way; they are part of the game. Be warned: an NPC may help you or hurt you!

No other bandanas are permitted. You may not obscure your bandana or which team you are part of in any way. Zombies cannot wear hoods over their bandana, nor can they use their hair to hide it; umbrellas do not count as concealment. Humans should not wear jackets or tops of a very similar color to their bandana. Thick, bright-red bandanas should be used by both teams at all times. To avoid confusion, this will be stated simply: obscuring, concealing, or being misleading about your team is not a valid tactic.

Human players *must* wear their armbands whenever they are not in a Safe Zone – there are no exceptions and no excuses. If you are concerned you might forget to put your armband on when you leave a building, leave it on even in Safe Zones. Any player caught without their armband will be considered to be cheating in one of the most game-disruptive ways, and immediate removal from the game may result.

Zombies may remove their bandanas and take a break from the game if they wish, but upon putting their bandana back on they are stunned and must wait the usual time before tagging a Human.

Gameplay: When a Zombie tags a Human, the Human must immediately surrender their bite code to the Zombie, who should 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. A Zombie will starve if they do not log a bite in a 72-hour period; that player is considered Dead, and no longer actively playing the game. There may be opportunities to come back to life.

A bite may be shared with another Zombie when it is logged on the website. Having a bite shared with you will lengthen your starve timer, but does not affect the timer-reset of the actual biter; it is in the interest of the Zombie team that there is as much sharing as possible.

Humans may stun a Zombie by successfully hitting that Zombie, anything that Zombie is wearing, or an umbrella, backpack or bag that the Zombie is carrying. Zombies may not use any sort of portable 'shield'. Only one marshmallow or sock may be thrown at a time, and 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.

While stunned, Zombies cannot tag Human players, nor can they assist other Zombies by blocking or restraining Humans in any way. Stunned Zombies should lower their bandanas around their necks to indicate that they are stunned. Stuns last for 10 minutes unless otherwise specified. If a Zombie is hit again while stunned, the stun timer resets to 10 minutes. Stuns reset but do not accumulate. Zombies may self-stun if they desire, but *must* remain stunned for the full ten minutes after self-stunning. **In missions, when a zombie is stunned, they must lower their bandana, raise their arms, and move a few feet away from an area of high combat to avoid injury and shielding**

Do not disrupt regular University functioning. 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.

Stalking: Stalking is defined as a Zombie following a Human inside a Safe Zone for in-game reasons. Stalking is prohibited. Any Zombie who follows a Human inside a building, especially to track their movement or communication in order to aid other Zombies, is Stalking and should be reported. A Zombie who has a class, meeting, job, or other legitimate reason to be in the same building as a Human is not Stalking. If you are following a Human into a Safe Zone solely for in-game reasons, it is against the rules.

Humans may stun a Zombie who is inside a Safe Zone but within 10 feet of an exit. Humans may stun a Zombie who is outside a Safe Zone from within a Safe Zone, except from a moving vehicle.

Vehicles: Anyone on or inside a moving vehicle is considered to be in Safe Zone. This includes cars, bicycles, skateboards, etc. Roller-skates and -blades do not count. The vehicle ceases to be a safe zone when it is parked or stopped, except for PVTAs buses or motorcycles, which are always safe zones. Cars are only unsafe when the engine is off and the car is stationary. In the case of bikes, when your feet touch the ground you are no longer safe. **Anyone on a vehicle that is inside a building if caught 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.

Humans may shoot from a vehicle only if it is stopped and is classified as unsafe. 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.** Straddling a bike with your feet on the ground counts as unsafe and you can therefore shoot in this condition. Vehicles are not permitted during missions.

Arbitration: Most players will be tagged and become Zombies at some point. Some people look forward to this, while others do not. For those of you who don't, you'll probably have to get over it.

If a dispute arises, defer to the judgment of an Officer or Admin. If neither of these is quickly available, we suggest the following possible resolutions:

- Rock Paper Scissors
- Do Over
- Go your separate ways as if nothing had happened

If you have time, the ideal method of dispute resolution is THUNDERDOME. Involved parties should go to a lawn, field or other suitably-open location. Humans begin in one

corner, Zombies in the other. The Humans may only have 1 piece of ammunition for each Zombie, between them.

Miscellaneous Guidelines:

Check the website regularly to see news, updates, statistics, the player roster, and player discussion.

The rules are subject to change based on the results of missions. Rule changes will be announced to all players by email or text message.

Ignorance of the rules is not an excuse for anything.

Teamwork is your most important asset. Branch out and help other players on your team, even those you don't yet know personally.

The rulings of Admins are final and indisputable. By playing, you agree to abide by their decisions.

Above all, play safely and be sportsmanlike.