

MINES HVZ RULES

Objective

The goal of the game is to survive as either a human or a zombie. Humans avoid being attacked by zombies, and zombies avoid starving from lack of humans.

Remember, this is supposed to be fun, thus the DBAD (Don't be a Douche-bag) rule is always in effect.

Gameplay

- All players will start as a human, except for the original zombie(s) (OZ) who will be randomly chosen and notified at least 4 hours prior to the start of the game. The OZ(s) will have approximately 12 hours to infect as many players as possible. Once infected, a player may infect other players. During this period, the OZ(s) will wear their identifying bandanas around their left arm in human fashion whilst anyone they tag must then move their bandana to their head in zombie fashion. At the specified time, the OZ(s) will move their bandanas to their heads in zombie fashion. Also, no one may carry weaponry during this first 12 hours (until the specified time), no stunning may occur.
- Everyone MUST sleep on or within walking distance of campus for the duration of the game. No leaving campus for more than 24 hours. Please notify a mod prior to an extended leave. Contacting a MOD does not guarantee continued participation in the game.
- Everyone MUST display their identifying bandana clearly at all times, unless in class or extracurricular activities. Clothing may not be used to conceal or camouflage bandanas in any way at any time.
- Attacking non-players in the game is strictly forbidden. Anyone not displaying an identifying bandana is off limits. Targeting them will result in your removal from the game.
- Disputed calls will be resolved by MODs. MODs may be reached at CSMHVZ@gmail.com.

Humans

- Bandana Placement- All humans must wear their identifying bandanas tied in a loose knot around the left arm between the shoulder and elbow.
- Being Killed- A human is killed when a zombie clearly and firmly tags them with at least one hand. Backpack tags do count, though must be firm enough to be felt by the human. Disputed tags may be taken up with the MODs. A human becomes a zombie 30 minutes after being tagged and must wear their identifying bandana around their neck for the duration of the transformation period. During

this time, the “human” (we now use this term loosely) is incapacitated and therefore cannot interact with any aspect of the game.

- ID Cards- All humans must carry 3 ID Cards with them at all times. When attacked by a zombie, or group of zombies, the player must distribute all three ID Cards. The ID Cards should be distributed to the zombie(s) who specifically made the kill (the first three to tag you). If only one zombie is present at a kill, that zombie takes all three ID cards and can distribute the extra 2 to two of his/her zombie friends.
- Stunning Zombies- Humans may stun a zombie by shooting them with a foam dart from any approved toy weaponry, a marshmallow, sock, awesome dance moves, or other approved toy weaponry (as described below, under Equipment). A zombie is stunned for 15 minutes and can no longer interact with any aspect of the game. Hitting a zombie in the head does not qualify as a stun, so don't do it. *NOTE: Awesome dance moves must be “stunning” in order to stun the zombie. If the zombie isn't literally STUNNED by your amazing moves, they obviously weren't amazing enough.*
- Protection- The only protection for humans are safe zones and stunning zombies. No wearing nerf anything, marshmallows, or socks (aside from on your feet) in a protective fashion. No fashioning suits of “armor.” These will not stun or deter the zombies! Realistically, you can make it and wear whatever you want, but it won't help you against the zombies, aside from possibly making them stop and laugh at you.

Zombies

- Bandana Placement- All zombies must wear their identifying bandanas tied in a loose knot around their head. Using hair or headwear to disguise or cover the bandana is forbidden.
- Feeding- All zombies must feed every 48 hours to stay “alive.” A zombie feeds by tagging a human with a firm tag made with at least one hand. No weapons may be used by zombies, ever. They are simply not coordinated enough. Backpack tags do count, but must be firm enough to be recognized by the human. Zombies have poor motor skills and thus must be on foot to make a kill. No car/bike/skateboard/jetpack use is allowed. When a kill is made, the zombie and accomplices must collect the human's ID cards in order to report the kill online. If you forget, that sucks! That human must not have satisfied you and you must find another before your starvation timer runs out. Every kill must be reported as quickly as possible. Please keep a watchful eye on your timer.
- Being Stunned- If hit by a nerf dart, marshmallow, sock, or other approved toy weaponry, or “stunned” by a human's amazing dance moves, they are subsequently stunned for the next 15 minutes. When stunned, a zombie must move their identifying bandana to around their neck. A stunned zombie may not interact with the game in any way. This includes feeding, pursuing food, taking hostages, shielding other zombies from being stunned, robbing banks, or harming small furry animals. Zombies do not have to vacate the area in which they were stunned, but cannot follow humans and wait out their stun timer. If a human remains in the area, that's their risk and the stunned zombie does not

have to leave. Zombies may not carry shields of any kind, though a headshot does not result in a stun.

Equipment

Bandanas- Just to reiterate, you must wear your identifying bandana at all times, unless in a safe zone, class, or required event outside of the game. Bandanas cannot be altered, concealed, or camouflaged in any way and must be worn in the specified manner for each player according to team.

ID Cards- After you register online, you will be given a randomly generated player code. Make 3 standard-sized (3x5 in.) notecards with your player code on them and keep them with you at all times. These will be used when you are fed on by zombies and transformed into a zombie yourself. NOTE: It's also a good idea to keep your player code written somewhere near your computer or saved in your phone because you'll need it to report a kill as well.

Nerf Guns- All Nerf guns must be either unaltered, or approved by MODs. If the Nerf gun causes any physical harm (leaves a visible mark from point blank range) it is not permitted for use in the game. We will test this on you. If you don't want to be hit by your own weapon, don't even bring it. Also, all Nerf guns (or off-brand foam dart shooters) must be brightly colored and obviously a toy. Just the orange tip is not sufficient. Please pick up all darts after any confrontation!!! ***If you're worried about losing darts, try writing your name on them and any information that might help get them back to you.

Marshmallows- Marshmallows may either be thrown or shot. Same rules apply as the Nerf guns, they just can't hurt people. No stale or frozen marshmallows! Please pick up all marshmallows after any confrontation. You can pretty much do anything with this one, so long as the only thing hitting the zombies are the marshmallows, and the marshmallows don't hurt. Marshmallows must be reasonable sizes, nothing bigger than the users' hand. Also, no throwing a handful of marshmallows in shotgun fashion and hoping one hits a zombie. Take pride in making the skilled shot.

Melee Weapons- Melee weapons must be entirely covered in foam and cannot hurt zombies. You may put pvc/wood/etc. inside of foam, but the foam must be a minimum of 1in thick around the core, and the core may not make up more than 1/2 the length of the melee weapon. Hurting equates to a visible mark. Traditional examples of melee weapons include pool noodles and Nerf swords.

Socks- Socks can be used like marshmallows. Get creative, but only the CLEAN socks can hit the zombies. Nothing can be put in the socks, aside from other socks (or marshmallows, if that's how you roll). Please, please, please only use clean socks. Don't take the ones off your feet, even if you're desperate.

Pants- optional

Safety Rules

- No realistic looking weaponry.
- Players may not use cars, bikes, skateboards, scooters, jetpacks, or other mobility assistance (unless the player needs a wheelchair or cane or something).
- Darts must not hurt on impact. (i.e. cannot leave a visible mark when fired at point blank range.)
- Safe zones are areas in which gameplay cannot occur.

Safe Zones

- Academic buildings
- All bathrooms
- All Residence Halls
- The REC Center and ORC
- Student Center
- Administrative Buildings

NOTE: Mines campus has been quarantined. No gameplay can occur off-campus. This also means you cannot just run off-campus to avoid being eaten or stunned. Quarantined means you have to stay within the boundaries.

A zombie must have both feet outside of a safe zone to make a tag.

A zombie must have both feet outside of a safe zone to be stunned.

Missions

Periodically, missions will be assigned to either team. These can be almost anything and will be assigned by the MODs. The team involved in the mission will receive an email the day prior to the mission informing them of when the detailed instructions will be emailed out the following day. This should give everyone involved ample time to find out about the mission. Each player may only miss one mission throughout gameplay. These are meant to be fun, no hiding in your room the entire time just so you don't get eaten. You signed up for this game, have fun with it!

Boring Required Paperwork and Junk

A waiver must be signed for each player, else participation is forbidden and anyone without a waiver on file will be removed from the system.

By signing up for the Humans vs. Zombies game,

- *I agree to act in accordance with all laws (local, state, and federal), and to act within the Colorado School of Mines code of conduct.*
- *I agree to take no action which would cause myself or others bodily harm, or result in the loss, damage, or destruction of property.*
- *I acknowledge that ignorance of these policies is not an excuse for noncompliance, and take responsibility for knowing the code of conduct.*
- *I understand that if I violate any laws (local, state, or federal) or the Colorado School of Mines code of conduct as part of my participation in the Humans vs.*

Zombies game, I will likely be removed from the game and may be reported to public safety.

- *I agree to forgo the use of an automobile for purposes related to Humans vs. Zombies games. I understand that interpretation of this rule is left to the discretion of the moderators of Humans vs. Zombies who may exercise broad latitude in defining "use of an automobile for purposes related to the Humans vs. Zombies game." Use of a car will result in removal from the game.*
- *I agree to demonstrate respect for all players and non-players alike. I understand that discharging a Nerf-style toy, or any other toy weapon, at a non-player is grounds for removal from the game.*
- *I agree not to use Nerf-style toys which resemble real weapons. I understand that the use of a Nerf-style toy which resembles a real weapon is grounds for removal from the game. Interpretation of "resembling real weapons" is left to the discretion of the moderators. Complaints about realistic-looking Nerf-style toys made by a non-player are grounds for the toy in question to be banned. Nerf-style toys must be obviously fake weaponry. The orange tip alone is not sufficient.*
- *I agree to leave my building in an evacuation situation such as a fire alarm. I understand that the area I evacuate to is temporarily a safe zone for the duration of the evacuation, and that I cannot be tagged or tag another player while going to or returning from the evacuation area.*