

Humans Vs. Zombies: Rulebook

Fall 2021 Weeklong Game

Humans vs. Zombies is a massive game of tag, played with two teams: Humans and Zombies. Humans must survive the week by completing missions and stunning zombies with Nerf and sock weaponry. Zombies attempt to infect humans by tagging them.

These rules are specific for the Fall 2021 Weeklong version of the game.

Rules Of Spirit

These rules are meant to help keep the game running smoothly, please respect them and follow them.

- This is a game, it's meant to be fun.
 - Read **all** the rules.
 - Do not lie about the rules to other players.
 - Play safe. Please do not do anything to injure yourselves while playing, and opt instead to have fun.
 - Respect university authority. If you think what you are going to do will make the university's administrators, or other administrators, angry at you, don't do it. Also, do not interfere with any University of Waterloo events or administration.
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COVID-19 Related Rules

- **If you are showing any symptoms of COVID-19, do not play.** If you have been told to quarantine by a public health professional, do not play. If you have been in physical contact with a confirmed case of COVID-19, do not play.
- All players **MUST** be fully vaccinated against COVID-19.
- Face coverings **MUST** be worn while playing, even when outside. Face coverings should be covering your nose, mouth, and chin. Bandanas are not acceptable face coverings.
- You **MUST** complete a COVID-19 self-assessment prior to playing.



Table of Contents

Chapter 1:

Teams & Moderators.....	3
Equipment & Apparel.....	4
Tagging & Stunning.....	6

Chapter 2:

Human Point Rewards.....	7
Special Zombies.....	9

Chapter 3:

Areas of Play.....	10
Safety & Conflict Resolution.....	13



Chapter 1: Teams & Moderators

Zombies

Zombies wear headbands. They try to chase and convert humans to their side. There are special types of zombies with abilities beyond regular zombies.

Humans

Each Human wears an armband. They are able to defend themselves using Nerf blasters and socks.

Moderators

The game is being run by a team of moderators, who can be identified by the orange sashes they wear. They organize the events of the game, and clarify any rules that cannot be resolved by players using the conflict resolution guide. The mods are led by the Necromancer, who has the ultimate authority on any game matters.

Non-Players

Players should take precautions when playing near non-players as to not disrupt them. Players are not allowed to enlist the help of non-players in the game. Players may not ask for help:

- Scouting and spying
- Collecting food, ammunition, or notes (to avoid class)
- Send messages between players
- Act as a shield

Identifying your Team

When players are off campus, they are not required to wear their identifiers. However, if asked directly which team a player is on (in person), they must reply truthfully. In addition, any photos or videos used during the game must not misconstrue a player's team, whether the player is on campus or not. Players may lie about their team in any other form.



Apparel & Equipment

Equipment

Player ID

Every player is required to have two copies of their HvZ ID at all times during play. A custom ID for each player is available on the website.

NERF Weapons

All NERF/dart weapons used in this game should be ranged NERF/dart blasters, and clearly distinguishable from real weapons (bright colors such as orange and red, not camouflage models). All NERF/dart weapons must fire under 100 FPS.

Painted blasters will be permitted on a case-by-case basis and must be approved by a moderator. Modified NERF/dart blasters will be allowed if they fire under 100 FPS. Modded ball-shooting blasters are banned.

As an option, darts may be thrown by hand. Foam dart or ball-launching grenades are also banned. Hard-tipped darts (i.e. darts that cannot compress) are banned

Zombies should not carry NERF/dart blasters or socks (unless explicitly allowed).

Sock weapons

Sock weapons must be entirely composed of socks and cannot contain any other components. They can be melee weapons (such as a sock whip) or thrown weapons (such as balled up socks). Sock weapons which moderators determine to be dangerous are not allowed.

Note that sock weapons are only valid when wielded with your hands. This means sock armor, kicking people without your shoes, or placing “sock traps” are useless endeavours.



Apparel

Your clothing and anything else you're wearing is considered part of your person (backpack, etc.) and thus can be hit with darts to stun or touched to tag. This includes NERF/dart blasters, but not sock weapons

Bandanas & Armbands

Your bandana can be any piece of cloth you can wrap around your head, neck or arm. All bandanas (or alternatives) must be clearly distinguishable from all sides, even in the dark or at a distance. It should not match or be close to the color of your hair or clothes.

Humans wear their bandana around their upper arm. Zombies wear their bandana around their head if they are active, or around their neck if they are stunned.

If you are employed on campus, remove your bandana for the entirety of your work shift. You are considered out of game while at work, you are a non-player. You must wear your bandana on the way to and from work, or when you are on break (since you are in play during the journey).

Equipment requirements from Police Services:

- No camouflage, military, or tactical gear
- Holstered, pocketed or stowed away blasters must have bright tape on the handle. They should not be concealed within coats.
- Trench coats are not allowed
- No carrying non-sock melee or prop weapons
- Light face paint is okay



Tagging & Stunning

Tagging

A zombie player may tag a human by touching them with their hands. The tagged human is temporarily out of play, must give their player ID to the zombie (for the zombie to report on the website) and move one armband to their neck. Now, the human player re-enters play as a stunned zombie for the next 15 minutes. After these 15 minutes, the player moves their bandana to their head and becomes an active zombie.

Stunning

A human player may stun a zombie by either hitting them with a sock or nerf dart. A zombie stunned by a human remains so for 15 minutes.

While stunned a zombie must put their bandana around their neck. A stunned zombie may not interact with humans in any way, nor may they provide information regarding humans, explicitly or implicitly, to other zombies. They may, however, report that they have been stunned, or follow an unstunned zombie. Zombies do not have to tell the truth about how long they have been stunned for or at what time they become unstunned.

Points from Stunning

When humans report a stun on a zombie, they can receive anywhere from 1-5 points, depending on how much the zombie has been stunned recently. With enough points, a human will earn rewards.

To report a zombie stun, a human must collect the zombie's player code within the zombie's stun time and submit it to the website. The human cannot make the zombie move (e.g. to a safe area) while they are collecting the code.

If a zombie doesn't have their code written down on their person (ie. on paper, skin, easily accessed on phone page), the human can ask for the stunned zombies name and request it from the mods. The process of bringing up their code should take approximately 5 seconds.



Chapter 2: Human Point Rewards

When a human player has earned enough game points, certain reward items can be collected. Rewards are not cumulative; points have to be spent to earn them.

How many points each reward is worth will be determined at the start of the game and will be stated in the first email. Players must not misconstrue which rewards they possess. Human rewards can only be used by humans, and will include:

Supplied:

On the last day of the game before the final mission all humans below a certain threshold of points will be killed off. Players above this threshold are considered “supplied.”

Sightseeing Pass

A Sightseeing Pass allows a player to move safely through areas in which they would normally be at risk of death when they have any part of their body on a specified building exterior and are holding the Sightseeing Pass above their head. Sightseeing Passes are divided into Minor and Major buildings. When a Minor Sightseeing Pass is earned, any 1 building exterior in the list of available Minor Buildings may be chosen for the pass. The same process applies for Major Sightseeing Passes. These buildings will be listed in the initial email. Sightseeing passes only work outdoors.

The following rules apply to Sightseeing Passes:

- A pass is only active while a player has raised the pass over their head with their hand **and** is touching the exterior of the pass's specific building with any part of their body.
- To activate their pass a player must raise it over their head before touching the specific building exterior.
- You may deactivate the pass at any time while touching the specific building exterior by putting down the pass.
- To reactivate the pass, the player must touch the exterior of a different building before they are able to return to the pass's specific building exterior, touch it, and raise the pass over their head with their hand.
- Passes cannot be shared, loaned, or given to a player in any way, nor can they be stolen.
- While using a pass in the appropriate area, the human player is considered in a



Safe Zone (see Chapter 3: Boundaries). All Safe Zone rules apply for this player.

- Mission emails may give alternatives or new rules for using a pass during a mission.

Officer Badge

Officer Badges allow a human player to die once and still remain human. A player with this badge (an officer) wears two armbands (one on each arm) instead of one, and they carry a card provided to them by the mod team.

When an officer is killed, they rip up the officer badge and take off one of their arm bands. The former officer is then out of the game until they either reach a safe zone of their choice or ten minutes have passed, at which point they revive. They must also carry their ripped card in their hands until they revive.

Zom-B-Gone

This is a **one-time** use item that is used to clear out Stunned Zombies.

This pass is held above the head and ripped to use it. The player loudly says “ZOM-B-GONE!”. From where that player is standing at the time of use, all stunned zombies in line of sight (360° around) of the human must: leave the building or bridge/tunnel, if inside OR leave line of sight, if outside.

Escape Rope

This is a **one-time** use item that is used to escape zombies.

To prepare this item for use, the player must hold it above their head while loudly counting to 5. At the end of this count, rip the pass while loudly saying “ESCAPE ROPE!”. During this 5 second count to prepare the escape rope, the player may choose to not rip the item. It is not considered used until ripped.

After ripping the escape rope, for the next 10 seconds (which the human player must count out loud), the player is immune to zombie tags. The player must keep both hands above their head during this time. Zombies may follow the player.



Special Zombies

Occasionally the Necromancer will allow the zombie team to give one zombie special abilities. Once this zombie has been chosen, a picture of the special zombie will be emailed out to all players.

Wraith

Wraiths can use melee sock weapons. Being hit by a wraith sock is identical to being tagged by a zombie. Wraith socks cannot be thrown. Wraiths can block darts using their sock weapons. If a Wraith sock becomes entangled, with a human sock (cannot be pulled apart), both socks are inert until untangled. Wraiths must have their socks visible whenever they are in-game. A wraith wears a green sash as their identifier.

Tank

Tanks cannot be stunned with nerf weapons; they can only be stunned by socks. A tank wears three bandanas, one on either arm, as well as one on their head and an orange safety vest. As with regular zombies, a tank's head bandana must be around their neck while stunned.

Zedic

Zedics can revive stunned zombies. They can be identified by a light purple sash, in addition to their headband. Each day a zedic will have 5 revival cards which they can use. These cards do not carry over between days.

To revive a zombie, the Zedic must:

- Point to a zombie within line of sight.
- Shout the incantation.
- Rip the card(s).

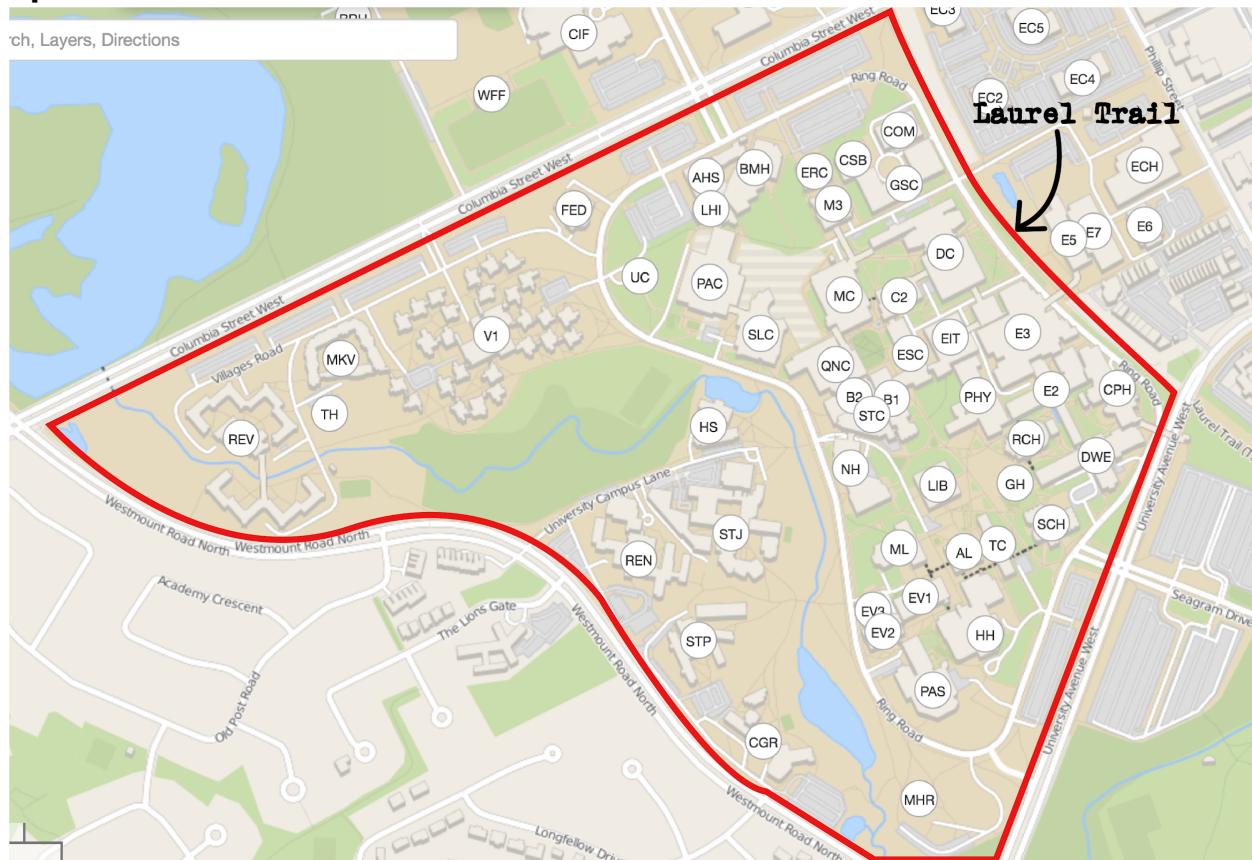
Following the ritual, the revived zombie must loudly count to 10 before becoming active (pulling their headband back on). The Zedic cannot revive zombies while the Zedic is in a safe zone. The Zedic also cannot revive others through a window. Regular zombies cost 1 card to revive, while special zombies cost 2.

Legionnaire

Legionnaires have a foam shield that is immune to socks and NERF ammo. This shield does not make sock whips inert, but can block thrown socks and darts. They may not tag at all with the shield arm or take off the shield.

Chapter 3: Boundaries

Spatial Boundaries



Humans vs. Zombies is only played on campus within the boundaries of:

- Columbia Street to the North
- Laurel Trail to the East
- University Avenue to the South
- Westmount Road to the West

The sidewalks on these boundary streets are also considered outside the boundary and five feet from these boundaries are safe following the safe zone rules. Overpasses that extend out of the boundaries are entirely in play. Although you may plan and communicate with allies out of the game boundaries, while out of bounds players cannot tag or be tagged. You also are not required to wear your equipment when out of bounds, though you are bound by the rules about lying.

Temporal Boundaries



The game runs all 24 hours of each day of the play period.

Safe Zones

For both administrative and safety reasons, certain areas and buildings on campus are considered safe zones. Both stunning and tagging are prohibited in safe zones, and no NERF or sock weapons may be used. Players must still wear their bandanas within these safe zones.

Most importantly, players should also try to avoid making a disturbance in safe zones by running around or acting reckless. These areas are out of play to keep both players and non-players safe, and to keep the game on good terms with the university. Please don't jeopardize the game by playing in these areas.

Safe Zone Boundaries

If any part of a player's body is within a safe zone, that player is considered in the safe zone. A player inside a safe zone can not tag or stun a player outside a safe zone. Jumping in and out of the safe zones repeatedly is considered cheating.

All doorways have a semi-circular 5 foot buffer into the unsafe area it touches. This buffer is cut off by walls. This buffer exists whether the door is open or not.

When a player is exiting a safe zone, all opposing players must be at least 5 feet away from the exiting player (to prevent crowding). This space rule ends when the exiting player leaves their safe zone.

Permanent Safe Zones

Entire Buildings:

- Federation Hall
- Needles Hall
- Health Services
- Student Life Centre
- Tatham Centre
- Central Services Building
- General Services Complex
- COM (UW Police building)
- University Club
- Grad House
- Ron Eydt Village

Smaller Safe Zones:



- Faculty-run food establishments (e.g. POETS, Coffee & Donut stores)
- Libraries and designated study areas
- Chapels and Multi-Faith prayer rooms
- Stores and other businesses
- Offices and Labs
- Society Offices
- Dorm rooms and their hallways
- Gyms
- Theatres
- Cafeterias
- Washrooms
- Balconies
- Open (non-fenced) construction sites plus a twenty foot boundary around the open construction
- The cafeteria of V1 is safe, but the rest of the central building is not

Common sense should also be used in regards to safe zones. If an area seems unsafe to play in, make this known to nearby players and settle the matter honourably.

Temporary Safe Zones

All buildings are safe zones between 10AM and 4PM, this includes **all tunnels and bridges on campus**.

Rooms with an event (class, club event, etc.) are considered safe zones (with the applicable 5 foot radius) for the entire duration of the event plus the five minutes before the official event start time, and five minutes after the official event end time.

Vehicles

Anyone in a vehicle is out of play. This includes bikes, skateboards, cars, and scooters, rollerblades. Please note that it is against the rules to enter a vehicle specifically to run away from another player. You may also not use vehicles with the sole intent of helping yourself or your team in the game.

Locking up a bike or similar vehicle counts as a temporary safe zone.



Safety & Conflict Resolution

Safety

Above all, use common sense. Don't risk yourself or others for what is, at the end of the day, a game. For fire safety reasons, do not hold doors closed and do not crowd doorways.

Do not climb trees, jump on people from above, or anything else which would jeopardize the safety of any human being. If a player is carrying a heavy object, or otherwise involved in a potentially hazardous activity, treat them as if they are out of play.

In case of an emergency, fire alarm, or injury, consider the area and anyone involved out of play. If you feel that a player has put the safety of themselves, other players, or non-players at risk, contact a moderator.

Conflict Resolution

If you do not know exactly where an area goes from safe to unsafe, ask another player or mod.

Players having a game-related discussion with a moderator are considered out of play. If you are unsure whether your discussion is game-related, ask the mod you are talking to.

If players are absolutely unable to come to an agreement after (civil) discussion, the official method of deciding the outcome is Rock, Paper, Scissors. While disputing a conflict, both parties are considered out of play until the dispute is settled and should together decide on when to enter play again.