

Humans versus Zombies

I. Registration

All players must register on the UGC website before or at orientation.

II. Orientation

Orientation is mandatory for all new players. Contact the Game Director if you are unable to attend. UGC bandanas will be sold at this time. Rules will be reviewed and questions will be answered, so it is recommended that all veteran players attend for any changes in rules.

III. Objective

Humans versus Zombies is a game simulating a zombie apocalypse. Humans try to survive as the growing horde spreads. The game can end in three ways: (1) the Zombies infect all of the Humans, (2) all of the Zombies starve, or (3) the allotted time runs out, and it's a stalemate.

IV. Teams

- Humans try to outlast the Zombie horde.
- Zombies try to infect all Humans so that only Zombies remain.

V. Boundaries

There are virtually no boundaries for this game. The only boundaries we enforce are safe zones. Safe zones do not exist for safety but for the sake of not disrupting daily university activities.

IMPORTANT: Only one Zombie per Human may follow within the safe zone.

Locations That Are Always Safe:

- All Commons Buildings
- All campus classroom buildings
- Bathrooms
- Any Library, Lab, Studio, Bar, Bookstore, Firing Range, Gym, Hospital, or Airport
- Religious events
- Eisenhower Auditorium
- Buses and for 30 seconds after exiting
- Athletic fields/arenas during university-sanctioned athletic events
- Any university-sanctioned club meeting
- Workplace while at work
- Any place not listed above while a player is working on a project

NOTE: If you are told to not play at a location by management or property owners, please abide by the rules of the establishment and let an administrator know so that we may add it to this list.

Temporary Safe Zones:

- The HUB, 10am - 2pm, daily

Residence: A player's place of residence (dorm room / apartment / house) is always safe.

- In addition to having a foot in the zone, touching the door(s) to one's residence qualifies the player as being safe.
- Humans may shoot out of these locations only. Note that Nerf blasters still may not be used in

dorm buildings (see the table in VI.Equipment).

Mobile Apparatuses (bikes, skateboards, cars, etc.): While on the apparatuses a player is safe. For example, a player is safe until he or she dismounts a bike.

- Reminder: All local, state, and federal laws must be followed. When exiting a car, it must be parked. The driver may not leave the vehicle unless it is parked legally.
- A Zombie may not follow a Human who is in a car.
- It is prohibited to use a mobile apparatus for the purpose of being safe.

VI. Equipment

- UGC Bandanas: Wearing a green bandana on your left arm means that you are playing the game. Humans only need the armband, while Zombies are required to wear the armband plus an orange headband.
- Identification Cards: Humans must carry these at all times and is given to the feeding Zombie immediately. The assist codes should be given to any assisting Zombie. You may not show this card to any player except those who tagged you.
- Weaponry: Only Humans may fire or throw weapons, but Zombies may carry weapons. All weaponry and ammo must be cleaned up. Zombies are encouraged to pick up ammo after battles.

<i>Weapon</i>	<i>Specifics</i>	<i>Restricted Locations</i>
Nerf Blasters	Must be approved if modified at all. (See UGC Guidelines for Nerf Approval)	May not be fired in Residence Halls.
Socks	May not be weighted with other objects.	None!
Marshmallows	May not be mini marshmallows.	May not be thrown indoors.
Melee Weapons	NOT ALLOWED.	May not be used anywhere.

VII. Duration

The game lasts several weeks. The exact time will be specified before the game starts.

VIII. Stunning

Humans have two options when encountering a Zombie: run or stun. A Zombie is considered stunned when his or she is hit (clothes and backpacks count) by an approved weapon. For safety reasons, shots to the neck and head do not count.

- A stunned Zombie must immediately pull his or her headband around his or her neck. The headband must not be returned to the head until the Zombie is unstunned.
- Zombies are stunned for 15 minutes. The 15 minutes is reset if the Zombie is restunned.
- A stunned Zombie may remain stationary, leave the scene, or call other Zombies.
- A stunned Zombie may not tag or pursue Humans. However, stunned Zombies may follow tagged Humans to get an assist.

IX. Tagging

Zombies feed on Humans by tagging them. A tag is defined by any part of an unstunned Zombie touching a Human. Once tagged, Humans must immediately hand over his or her ID card. Zombies enter the code into the website to update starvation timers. Zombies must enter this code as soon as possible.

- Tagging any part of the Human (except neck and head) counts as a tag. Tagging a Human's blaster does not count.
- If a Human stuns a Zombie at the same instant that the Zombie tags the Human, the Zombie gets

the tag but is stunned.

- Tags may not use excessive force.

Incubating: Once tagged, the Human is considered to be incubating and becomes a Zombie in 15 minutes. An incubating Human may choose to help the Zombies, help the Humans, or cry in a corner. Once incubating is over, the player must put on his or her headband.

Assists: Each Human can feed up to 3 Zombies. Once a tag is made on a Human, other Zombies may tag the Human for an assist. The first two Zombies to do this get the assists. Once incubation ends, no more assists may be made. An assist and a tag have the same effect on a Zombie's starvation timer.

X. Pregame & Main Game

The length of pregame is determined by the Game Director. For the first few days of the game, all players appear Human, including Zombies. The purpose of this is to allow the Zombies to amass a large horde in secret, simulating how a zombie virus would spread rapidly before people realize what is going on.

During pregame:

- All players have green armbands on their left arm.
- At least one volunteer, chosen by the administrators, starts out as an Original Zombie. Everyone else is a Human.
- Weaponry is restricted to marshmallows and socks.
- Zombie starvation timers are not yet in effect. No Zombie can starve yet.
- Pregame ends at the start of the first mission.

After pregame:

- Zombies must wear orange headbands.
- Zombies may not claim to be Human. They may avoid answering, but he or she may not lie.
- All weaponry listed in the Weaponry section of the rules is fair game for Humans.
- Humans must attend a predetermined number of missions every week.
- Zombie starvation timers begin to tick. Once they reach zero, the Zombie starves and becomes a dead player.

XI. Escorts

To comply with university policy, you must be escorted in a dorm building if you do not live there. Due to the lack of well-defined escort policy provided by the university, we have instated the following rules:

- An escort may have up to 6 followers.
- Escorts must have visual contact of each follower every 5 minutes or explicit permission from the RA on duty.

XII. Non-Players & Dead Players

Starved Zombies are considered to be Dead Players. Dead Players and Non-players may not interfere with the game. They may not shield or reveal locations of players. They may however:

- Escort players into and throughout residence halls (See Escorts).
- Give static information about players (i.e. class schedules, work schedules, daily routines, housing).
- NPCs and Dead Players may be involved in missions.

XIII. Faction Loyalty

A player must play to benefit his or her faction. Human players must work to better the game for a Human victory. Zombie players must work to better the game for a Zombie victory. The only exception is that an incubating Human may play for either side.

IX. Addendum

Additional rules will become available closer to the game containing rules specific to that semester's game. Rules for items (such as antidotes) and variants (such as classes) will be contained in the Addendum.