

Humans vs. Zombies

I. Game Summary

Humans vs. Zombies is an intense game of tag, played 24/7 over multiple weeks and involves hundreds of players. A Zombie Horde attempts to feed on the Human Resistance by tagging humans. As humans are tagged, they leave the Resistance and join the Horde. The game can end in three ways: (1) the zombies infect all the humans, (2) the zombies starve before consuming all the humans, or (3) a stalemate is declared if the allotted time runs out.

II. Factions

Humans: The sole objective of a Human is to survive at all costs. There are many ways to go about this: Humans can run from, hide from, or stun Zombies with approved weapons. They can work individually or band together as a team. Humans attend scheduled missions in which objectives are vital to their survival. A tagged human is lost to the Horde and will quickly incubate into a Zombie.

Zombies: A Zombie's objective is to satisfy its hunger for Human flesh. To do this, Zombies must outsmart or overwhelm the Humans. The Horde has numbers on its side. Stalking and ambushing are effective methods to eradicate the Resistance. Zombies need to feed on human flesh or they will starve.

III. Pregame

For the first two days of the game all players appear Human. The purpose of this is to allow the Zombies to amass a large Horde in secret, simulating how a Zombie infestation would rapidly spread before the public is completely aware of the situation. During pregame:

- Players identify themselves with a green bandanna on the left arm (see Identification for more details).
- One volunteer, chosen by administrators, is designated as the Original Zombie. He or she gets the game rolling and starts making tags.
- Weaponry is restricted to marshmallows and socks (see Weaponry for more details).
- Pregame ends at the start of the first mission.

IV. The Game

Following Pregame, everyone is aware that the Zombie Apocalypse is underway. Zombies are now visibly differentiated from Humans and must feed to avoid starvation. Humans must complete missions to survive but have new weapons available.

- Humans still identify themselves with green bandanna on the left arm. Zombies now wear an orange headband in addition to the green bandanna on the left arm (see Identification for more details).
- At this point in the game, a Zombie may not claim to Human. If a Zombie is asked about their status they do not have to answer, but they cannot lie.
- Humans may use Nerf blasters in addition to marshmallows and socks (see Weaponry for more details).
- Humans are required to attend 3 Missions per week (see Missions for more details).
- A Zombie dies when its Starvation Timer runs out. Each zombie has an official Starvation Timer online. Starvation Timers start at 48 hours. Making a tag adds 48 hours

to this Starvation Timer; however the Starvation Timer maxes out at 48 hours.

V. Tagging

The Tag: A Zombie feeds by tagging a human. When tagged, a Human must immediately hand over his or her HvZ Identification Card as proof of the tag. This card has a code to be entered online to update Zombies' Starvation Timers. It is required you enter the code as soon as possible.

- Tagging any part of a Human counts (including clothing and backpacks); however, for safety reasons tags to the neck and head do not count; blaster tags do not count either.
- If a Zombie is stunned at the same moment as a tag is made - such that the order of events cannot be determined - the tag is called a Same Time Tag and ruled in favor of the Zombie, but the Zombie is stunned.

Incubating: Once tagged, a Human is considered to be incubating and becomes a Zombie in 15 minutes. Humans can choose how to spend their incubation: either helping their Human brethren, aiding their future Zombie comrades, or crying over the loss of their life. At the end of the 15 minutes the now-Zombified Human is officially a Zombie and wears the orange headband.

Assists: One Human can feed up to three Zombies. Thus, up to two additional Zombies may tag an incubating Human to assist. Those two Zombies will receive Assist Codes found on the HvZ Identification Card that can be entered online to update Starvation Timers. It is required you enter the code as soon as possible. Any further tags beyond the first two assists have no effect. Once a Human has completed incubating, assists can no longer be made.

VI. Stunning

One of the Humans' best defenses is stunning. A Zombie is considered stunned when he is hit (clothing and backpacks count) by an approved weapon; however, for safety reasons shots to the neck and head do not count.

- A stunned Zombie must immediately pull its headband around its neck. It must wear the headband around its neck for the remainder of the stun.
- Zombies are stunned for 15 minutes. The stun timer is reset if the Zombie is stunned again.
- A stunned Zombie is allowed to remain stationary, leave the scene, and call in other Zombies.
- A stunned Zombie may not tag or pursue Humans. However, stunned Zombies can follow and assist on incubating Humans.

VII. Missions

In a post-Apocalyptic world, trials and tribulations test both factions at every turn. In a Mission, factions have a set of objectives to accomplish. For example, you may need to find a list of objects or escort a VIP from one location to another. Success or failure at missions results in rewards and punishments that will affect you and your faction's chance of survival. There are about 5 missions in a given week, of which each Human must attend 2. An average mission is two to three hours long.

- If you are not participating in a Mission you cannot interfere with it in any way; alternatively, those participating in a Mission may not interfere with those that are not.
- To differentiate Humans and Zombies participating in missions, the participants must wear their green bandannas on the right arm (see Identification for more details).

- Stun Timers, Incubation Timers, and other game variables may change while participating in a Mission.
- During a mission, mobile apparatuses (bikes, skateboards, cars, etc.) may not be used.

VIII. Weaponry

There are no melee weapons. All weapons must be fired or thrown.

- Only Humans may fire or throw weaponry. However, during Pregame and if they were just tagged, zombies may carry weapons.
- All weaponry and ammunition must be cleaned up. Zombies may also pick up ammo and return it to an admin so that it may be returned to the player.
- Refer to the table below for more specific rules:

<i>Weapon</i>	<i>Specifics</i>	<i>Restricted Locations</i>
Nerf Blaster	If not used in original "out of box" condition, a game administrator must approve it. (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.

IX. Boundaries and Safe Zones

The game has no boundary. Just as it is played 24/7 it is also played everywhere. In the past we've not only had tags made downtown, but also at Wal-Mart and even in Maryland! However there are places that it is not appropriate to fully play the game, which is where Safe Zones come in.

Safe zones do not exist for you to be safe but to ensure we do not disrupt daily university activities and ensure the safety of Non-Players. While in safe zones, players can be neither tagged nor stunned. Additionally weapons cannot be fired or thrown while within the Safe Zone. This includes taking aim at a player outside of the Safe Zone with one exception (see Residence below). To be considered in a safe zone, a player must have part of a foot within the zone (see Residence and Mobile Apparatuses for exceptions). Only one zombie per human can follow a human in a safe zone.

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

- In addition to having a foot in the zone, touching the door(s) qualifies the person as safe.
- Humans may shoot out of these locations.

Mobile Apparatuses (bikes, skateboards, cars, etc.): While on the apparatuses a player is safe.

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 vehical a car must be parked; if the driver is exiting the car must be 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.

Locations That Are Always Safe:

- All Commons Buildings
- Bathrooms
- Any Library, Lab, Bookstore, Gym, or Hospital
- Buses and for 30 seconds after exiting
- Athletic fields/arenas during a University-sanctioned athletic event or practice
- Any University-sanctioned club meeting
- Workplaces while at work
- Any location not listed above in which a player is working on a group project
- We ask that you abide by the rules of the establishment you are in. If you are told to vacate a location, please relocate and let an administrator know that the location does not want us playing there.

Temporary Safe Zones:

- All Campus Classroom Buildings, 8am – 6pm, Monday – Friday.
- The HUB, 10am – 2pm, Daily

X. Safe Time

All Humans may apply for Safe Time for any reason and an admin may grant it on a case by case basis. For instance, Humans who hold a job may apply for Safe Time to workplaces.

- All Safe Times must be applied for. If approved the time at which you are safe will be displayed online.
- While on Safe Time Humans must wear their green armband around their necks.
- During Safe Time Humans cannot be followed by Zombies

XI. Escorts

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

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

XII. Non-Players and Dead Players

Zombies who have died and people not playing the game may not interfere with the game. They can neither shield nor reveal the location of players. They can however:

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

X. Identification

Identification Cards: Should always be carried by a Human player and is given to the feeding Zombie immediately. The assist codes should be given to any assisting zombie. You may not show this cards to any player besides those who tagged you.

Bandannas: Players use green and orange bandannas to identify their status. Bandannas should

be visible above all layers of clothing and should not be concealed in the slightest by hats, scarves, long hair, etc. Armbands should be worn between the elbow and shoulder. Below the different statuses for Humans and Zombies is summarized.

Green bandanna on the left arm identifies: a normal Human or any player during Pregame	Orange bandanna around head and a green bandanna on left arm identifies: A normal Zombie
Green bandanna on the right arm identifies: A human participating in a Mission	Orange bandanna around head and a green bandanna on right arm identifies: A zombie participating in a Mission
Green bandanna around the neck identifies: A human on Safe Time	Orange bandanna around the neck and a green bandanna on the left arm (or right if during a mission): A stunned Zombie

XI. Faction Loyalty

A player must play to benefit his or her faction. If a player is a human, they must work to better the game for a human victory. If a player is a zombie, they must work to better the game for a zombie horde victory. The only exception is an incubating human who may play for either side.

XII. 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.