

The Official Rulebook
of the
Pennsylvania State University
Urban Gaming Club

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Preface

Little can be achieved without rules; they are the backbone of any game. The UGC strongly supports this philosophy, and because of this, it has created a rules system centered on fairness and flexibility. No rule in this book is final. Any suggestions for rules should be presented to the Council Chair or the Rules Councilor in charge of the respective game. Any changes to rules will be discussed and voted on by the Councilors at their next meeting.

General Game Rules

The following rules apply to every event.

- A player may not violate the Penn State Student Code of Conduct while participating in UGC events.
- A player may not break a local, state, or federal law while participating in an event. The Rules Council, Vice President, or President may forcefully change an event's rules if necessary to protect the UGC from liability for participants' actions.
- All members must sign a waiver before participating in an event. Stating that the UGC will supply no additional insurance to those participating in any events. All participating players will agree to indemnify and not hold liable the UGC, its members, executive board, and adviser, Penn State, its staff, faculty, and other participants. All participants are playing at their own risk.

Privacy Policy Agreement

All Game Directors and Assistant Game Administrators must agree and adhere to a Privacy Policy in which gaming matters, players' personal information, strategies, and other "insider information" will not be discussed or given out. This is to protect the information disclosed to the UGC by players of any game. It also ensures that each game will be fair and balanced.

Unsportsmanlike Conduct

The UGC maintains a high level of integrity in the games it provides. All players are expected to conduct themselves in a sportsmanlike manner. Game Directors and non-playing Executives reserve the right to pursue disciplinary action for any player whose actions are habitually offensive. If a Game Director or non-playing Executive views excessive displays of unsportsmanlike conduct they may issue a disciplinary punishment fitting for the unsportsmanlike display – just as if it were a rules violation. This may include warnings, removal from the game, suspension from future games, or game specific punishments.

Disputes and Rules Violations

Rules Violations and Disputes must be handled by the Game Director or Assistant Game Administrators (AGA). Either of these parties may then rule on the dispute or violation as they see fit. The following are characterizations for different rule infractions.

Minor Infraction: A violation of a rule that does not affect the game. An example of this type is a small violation that does not directly affect more than the player in question. The punishment on the offense will result in a minimum of a warning.

Moderate Infraction: A violation of any rule that affects an isolated event without affecting the overall game. The punishment on the offense will attempt to compensate for the violation and may result in additional punishments for the offender.

Major Infraction: A violation of any rule that affects the overall game. The punishment on the offense will attempt to compensate for the violation and will result in additional punishments for the offender.

Severe Infraction: A violation of any rule that affects multiple aspects of the overall game. The punishment on the offense will result in a minimum of expulsion from the event.

Detrimental Infraction: A moderate or greater violation of the student code of conduct, local, state, or federal law. The punishment on the offense will result in a permanent expulsion from the club and all club events.

If a player is dissatisfied with the ruling, he/she may appeal to the Game Director in the case of the AGAs. This decision supersedes any previous one made by an AGA. In the case of the Game Director, the appeal will go the Rules Council. The Rules Council will vote to hear the appellant's case and if heard will vote on a ruling. This decision supersedes any previous one made by a Game Director or AGA.

The disciplinary power of an AGA is at the Game Director's discretion.

Assassins

Assassins is a game that features players assigned to “assassinate” other players. Each player receives a Target and is rewarded with Bounty Points for executing their objectives.

I. Registration

All players must submit a headshot picture of themselves and only themselves, their eye and hair color, height, weight, and their full current class schedule. Schedule details will be released periodically to speed up play.

II. Participants & Roles

Game Director: The Game Director assigns each Assassin his/her Target and periodically disseminates information about each Target to the Assassin. The Director reserves the right to remove players from the game if/when necessary. (Game Director may not act as a Witness or an FBI member).

Assassins: These players are given specific Targets to assassinate, earn Bounty Points (which represent their current reputation) by completing their objectives and/or eliminating other competitors. Assassins can Direct or Indirect kill their specific Targets. They are also permitted to indirectly kill their rivals.

Witnesses: Players may report (to the Game Director) having witnessed an assassination if they see a direct weapon being used on a player during a kill. Players can be Witnesses even if they are stunned at the time. Assassins whose kills have been reported will have the FBI sent after them. Witnesses must be wearing their armbands at the time of the event.

Dead Players: Dead players may act as witnesses if they are wearing their armbands at the time of the witnessing.

FBI: Will consist of a top percentage of Dead Players and a revolving group of volunteers under the assignment of the Game Director to eliminate Assassins whose kills were witnessed. Similar to Assassins, FBI agents will receive tips from the Game Director on their suspect. In order to crack down, the FBI agents must be wearing their armbands. Shooting an FBI agent will only stun them for 5 minutes.

Informants: Any player (alive or dead) can reveal information about another player to that player's potential Assassin. People not signed up for the game, however, should only be allowed to divulge static information (class schedule, housing, work information, etc.)

III. Armbands

Players must wear their armbands at all times unless granted explicit permission not to. Permission can be granted for those in uniform going to work or team meetings by the Game Director.

- *Assassins:* Must be wearing orange armbands on their left arms.
- *Dead Players.* In order to act as witnesses, must be wearing their orange armbands on their right arms.
- *FBI:* After being told to do so, will wear their green armbands on their right arms.

IV. Weapons

Direct weapons: May only be used to assassinate your own Target, although they may be used to stun non-Target players for 15 minutes. Direct weapons are:

- *Nerf Blasters:* use not allowed inside residence halls.
- *Foam Swords/Daggers:* cannot be thrown.
- *Plastic Spoon:* can only attack someone from behind.
- *Attack Animals:* Must be a stuffed animal at least as big as a gallon milk jug with a piece of paper saying “attack animal” attached. Attack animals may be thrown.
- *Foam Frisbees:* Must have the word “shuriken” written on them (must be approved by the Game Director)
- *Lethal Handshake:* Must somehow zap someone with a handshake buzzer gag-toy.
- *Balled-up Socks:* Unweighted socks, balled up and thrown one at a time.

NOTE: Direct and projectile weapons may not be used in the Commons. They also may not be used in the Hub from 10am – 2pm. For safety reasons, all Direct hits must be below the neck.

Indirect weapons: May be used to assassinate any player, even someone that is not necessarily an assigned Target. Indirect weapons are:

- *Food Poison:* Tabasco sauce slipped into Target’s food or a slip of paper directly under the food with “Poison” written on it (like under a plate). Labels must be on the outside and easily found if looked for. Food poisoning only kills if Target takes a bite of the food while the label or sauce is still on and intact.
- *Cement Shoes:* A rock placed in one shoe with a note that says "Swimmin' With The Fishes!" on it, signed by the Assassin.
- *Car Bombs:* A CD in Target’s car that says “You have been car bombed” when played. The CD must be played to kill the Target. OR Tin cans may be tied to back/bottom of a Target’s car. The car must move and the cans must make noise to kill the Target.
- *Bike Bombs:* A card of any kind placed in the spokes of a bike wheel with the word “bomb” written on it.
- *Personal Bombs:* An alarm clock (or any device that makes a loud sound after a pre-set time) placed in backpack, in clothing, under the seat of a Target. The Target must be touching the same item in which the alarm is hidden when it goes off. There is a minimum one-minute timer for all personal bombs.
 - “Suicide bombing,” or holding a bomb up to a person until it goes off, is not allowed.

V. Kills & Scoring

Direct kills should not be witnessed by other players or they may be reported to the Game Director and the FBI.

Bounty: Each Assassin begins the game with 500 Bounty Points. These points represent the reputation of the Assassin. Dead Players maintain all the Bounty Points accrued over their lifespan.

Upon the event of the kill, the Assassin receives a 50% addition of their Target’s Bounty Points to their own. (example: a 500 point Assassin kills a 1000 point Assassin, the successful Assassin is now a 1000 Bounty Point Assassin and is thus, worth more.) Furthermore, if an Assassin has a successful indirect kill on a non-targeted Assassin, he/she receives 25% of the Assassin’s Bounty.

There are Point Bonuses rewarding Assassins for achieving difficult kills:

- *Food Poison*: 100 Bonus Points
- *Car Bombs*: 150 Bonus Points
- *Bike Bombs*: 200 Bonus Points
- *Personal Bombs*: 50 Bonus Points
- *Cement Shoes*: 50 Bonus Points
- *Lethal Handshake*: 500 Bonus Points
- *Plastic Spoon Shank*: 100 Bonus Points

VI. Safe Zones

ABSOLUTELY Safe Zones: These places are safe from DIRECT WEAPONS as well as INDIRECT PLACEMENT (such as bombs or poison). However, if an Indirect Weapon is set on a player in some fashion before he or she enters any of these safe zones, it still counts. Example: Personal bomb placed in a player's jacket outside a safe zone. The player walks into a bathroom and the bomb goes off. The player is still dead. Absolutely Safe Zones Include:

- Inside a classroom five minutes before the class begins to five minutes after class is dismissed (even if it is dismissed early).
- A player's workplace, as well as to and from (please request safe time from the Director).
- Bathrooms.
- Any library, lab, bookstore, or hospital.
- CATA buses and for 30 seconds after exiting.
- Mobile Apparatuses: bikes, skateboards, etc. (Do not wear or ride any apparatus for the purpose of being safe).
- Any location in which a player is working on a group project.

Safe from DIRECT WEAPONS ONLY:

- Any Commons building
- The HUB from 10am - 2pm
- If one player invites another into his or her living quarters and doesn't declare it to be a "safe zone," they can be directly attacked (still no Nerf Blasters in the dorms). However, keep in mind that it is against university policy to enter a dorm room uninvited.

VII. Endgame

Loser's Circle: Once half of the participating Assassins have been eliminated, they are given the option to join a new "just-for-fun" game against each other, while the actual game comes to a finish.

The Final Five: Once there are five Assassins left playing, the game has entered its final days. A final free-for-all period comes into effect and players can directly attack each other at will until only one is left standing.

VIII. Honor System

This game is based on a lack of witnesses and in the case of some weapons, no witnesses at all. Please honor the rules and the spirit of the game and turn yourself in if you have been killed.

IX. Disagreements

Disputes between players about kills or witnessing a kill should be worked out immediately between players. If players are not able to come to an agreement, the issue must be brought to the attention of the Game Director.

Battle Royale

The goal of Battle Royale is to be the last one standing, despite being given completely random weapons, information, and team members.

I. Orientation

Players congregate at a location and participate in a Battle Royale-themed orientation. At the orientation, players will be put into randomized teams of two to four.

II. Equipment

At the orientation teams will be given a standard set of equipment and randomized equipment.

Standard Equipment includes:

- Map of campus delineated into zones (see Dead Zones).
- Explosive Collars (bandannas identifying players).

Randomized Equipment includes:

- Random weapons.
- Information about Dead Zones.
- Information about other teams roster and equipment.
- Survival supplies as available (i.e. walkie-talkie, flashlight, etc.).

III. The Battle Begins

Teams leave the orientation one at a time. The game begins as soon as a team steps out of the orientation safe zone. If successfully hit by a weapon or tagged, a player is “dead” and out of the game. They must remain where they die until nearby fighting is over, during this time nearby players may take their equipment. Headshots, guntags, and ricochets do not count.

IV. Dead Zones

As play continues, Dead Zones will be declared at certain times at locations corresponding to the map given at orientation. These could be announced in advanced or instantaneously. Any players in a Zone while it is declared are “dead” and out of the game.

V. The Dead Report

Dead players must remove their Explosive Collars and check in with an administrator. All dead players will be announced along with Dead Zone declarations during reports broadcasted to all remaining teams.

Capture the Flag

I. Teams

Teams will be chosen by team captains or the game administrator may appoint teams. Teams may be identified with green and orange bandannas.

II. Ammunition

Players are allowed to use any Nerf blaster approved for UGC use, socks, foam swords/knives, and bayonets (two-hand tags) may also be used.

- No shots, stabs, or bayonets to the head.
- Ammunition may be picked up by any live player, but should be returned to the rightful owner at the end of the game.

III. Flags

Flags should be placed within a team's base at the beginning of the game. Flags should be easily reachable (no more than 5ft off the ground), not buried (such as under leaves), and reasonably visible.

- A player carrying the flag must immediately drop it if tagged.
- Another player from either team may then grab the flag.

IV. Game Play Rules

- Teams must start within the bounds of their respective of bases.
- Tagged players must put their hands on their heads and move promptly to the jail or respawn zone.
- Unlike traditional CTF, a player may be tagged anywhere in the field of play.
- Players who go out of bounds will be considered shot.
- A round is considered over when one team has both flags in their base simultaneously or if all players from one team are in jail/eliminated.

V. Game Types

- *Capture*: A tagged player goes to jail. Captured players can be freed by a non-captured teammate tagging the jail. Chains may be formed by players holding hands to gain distance from the jail. If any player in the chain is tagged all players in the jail are freed.
- *Respawn*: Each team has a respawn zone, a tagged player can be revived by entering the respawn zone.
- *Elimination*: Tagged players are out for the remainder of the match.
- *Assault*: Teams take turns playing the roles of attacker and defender. Attackers respawn but defenders don't. The team that steals the flag fastest from the defender win.
- *Freeze Tag*: Flags may be eliminated. Players must freeze when tagged. Players can be unfrozen by a teammate, who must touch the frozen player with one hand and count out loud to ten.
- *Traditional*: Played without toys, players may one-hand tag enemies who cross onto their half of the field.
- *Push*: Teams deliver a central flag to the enemies base. Players respawn when the flag crosses a center line.

Heist! A Game of Cops and Robbers

I. Objective

At least 3 teams of 5-7 players take turns being Robbers who attempt to transport money from a robbed Bank to a Safehouse. The other teams are in pursuit as Cops. After all the teams have had their hand at being the Robbers, those that successfully stole the most "Money" have won the game.

II. The City Grid

A boundary will be placed around the playing area of Campus. Within the boundary a Police Station, Safe-House, and Bank will be designated for each round. Robbers know the locations of the Bank, Safe-House, and Police Station. Cops will only initially know the location of the Police Station.

III. Calling All Cops

Robbers will be given bags of "Money" and will start at the Bank. The Police start at the Police Station. Simultaneously Robbers and Cops will be released by the following announcement:

- "Calling all cops! Calling all cops! There has been a robbery at [Bank], perpetrators headed [general direction of Safe House]. Suspects are armed and dangerous. Go! Go! Go!" Cops will then be released and free to roam within the boundaries of the game-play area to eliminate the robbers."

IV. Game Play

At this point Robbers have 20 minutes to make it to the Safe House and Cops may begin the hunt for the Robbers. Cops will attempt to eliminate robbers from the round by the use of Nerf blasters, Socks, or a two-handed tag known as a Bayonet. Robbers may also eliminate cops through these same means. When eliminated, a player must drop any "Money Bags" they are carrying which can then be picked up by another robber or a cop. Eliminated players will then proceed to the Police Station to wait for the round to end.

V. \$\$\$

Each bag of "Money" item Robbers successfully steal is worth 5 points; however every four minutes each bag will be depreciated by one point until it is worthless.

VI. Robbery Variant

In this variant, Robbers at will have to earn their loot by robbing the Bank. Instead of being given the "Money", "Money" will be placed in the Vault - a location at the Bank. The Vault will be guarded by one Cop from each team. Cop teams decide who guards the Vault; however, a Cop can only guard the Vault once. Cops at the Police station are released as soon as the Robbers have acquired the "Money". If it takes longer than five minutes to rob the bank, however, police will be released as well. This variant requires an attendance of at least 20 players.

V. Vigilantes Variant (to be Beta'd)

Before the round begins, the team of robbers and one other team will be taken with a Game Director. The not-robber team will be known as Vigilantes, and will start at a different location

than the robbers. After the robbers successfully rob from the bank, the Vigilantes will be sent out at the same time as the police and will be allowed to shoot both police and robbers. Vigilantes will be given one point for each person they shoot but will receive no points for loot.

VI. Special Items (to be Beta'd)

Box of Donuts: Robbers will be able to place a Box of Doughnuts at one of a few prechosen locations on the map. If the cop wants to pass through that zone, he or she must sign their name at the Box before continuing on. The cop cannot be killed while in the Box location.

Police Scanner: If cops are required to use walkie talks robbers may be given one as well to listen in on the cop activity. This may prove beneficial to either side as the cops may be able to mislead the robbers or the robbers may know what the cops are up to.

Police Chopper: The cops may be given bikes to use as Choppers. Any cop using a Chopper may not be killed; however, they shoot from the Chopper or dismount the Chopper.

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 vechial 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.

Manhunt

This game is an alternate way to play tag. Some Game Types are included within these rules, but others may be used based upon the Game Director's discretion.

I. Boundaries

Game play is restricted to a limited playing area; the size of the playing field depends upon the number of players.

- Players must remain within the declared playing field. For example, a violation of the boundary rules in the Fugitive vs. Manhunter Game Type will turn a Fugitive into a Manhunter.

II. Equipment

All players must have both an orange bandana and a green bandana. Due to low lighting conditions traditional to the game, both sides wear them as headbands for easier identification. Flashlights may be used based upon insufficient natural light or if a Game Type requires them.

III. Game Types

Fugitive vs. Manhunter:

- One player starts as the Manhunter, while the rest are Fugitives. The Manhunter is randomly selected from players who volunteer. Manhunters wear orange headbands.
- The remaining players begin as Fugitives and wear green headbands.
- Players on the Manhunter faction attempt to find and tag Fugitives. When a Fugitive is tagged, he/she is brainwashed and joins the Manhunters.
- Fugitives run and hide to avoid being tagged.
- The game ends when all Fugitives have been tagged or a predetermined amount of time has elapsed.

Escape the Manhunters:

- Two teams of approximately equal numbers are made prior to the start of the game. One team starts as the Manhunters and the other team becomes the Fugitives.
- Tagged Fugitives go to the Jail location, which is predetermined before the game. A captured Fugitive can be set free from the jail by being tagged by a non-captured Fugitive and saying "1,2,3, MANHUNT"
- This game may include a Manhunter Captain who is allowed to use a flashlight. Fugitives tagged by the Captain cannot be freed.
- The escape variant ends after a predetermined length of time. The Manhunters win if at least half of the Fugitives are in Jail. The Fugitives win if less than half are in Jail

Scottish Style:

- Two teams are made. One team is the Manhunters and the other is the Fugitives.
- The Fugitive team then thinks of a word with as many letters as team members. Each member is given a letter and is forced to reveal it when caught.
- If the Manhunters figure out the word in the given time limit, they win.

A to B variant:

- In this version, both sides start with equal numbers and Fugitives are now called "Runners".
- The Runners need to make it from "Point A" to "Point B" without being caught. If caught they

are out of the game.

- After a round teams swap, the team has more Runners make it to “Point B” is deemed the victor.

Scavenger Hunt

I. Traditional

The objective of a Traditional Scavenger Hunt is to complete as much of a set of objectives as possible. Objectives are worth points and the team with the most points wins.

The List: All teams will simultaneously receive identical lists of objectives to be completed. The objectives may be tasks to complete or items to collect. The List will also contain corresponding point values for each objective.

The Hunt: After The List has been received, The Hunt has officially started. During the Hunt, team members attempt to complete the objectives in order to earn more points.

The Judgment: Before the time and date when The Hunt officially ends, a representative from each team must deliver all items and evidence the team may have collected to a disclosed location. This delivery should be organized in accordance with The List to assure proper judging. The items and evidence will be judged; points will be awarded and winners announced. All judging decisions are final and indisputable.

Additional Rules:

- Interfering with or stealing from another team is prohibited.
- In certain instances, partial points may be awarded for partial or near completion of objectives or creative workarounds to difficult objectives.
- Teams may work together for reduced points on certain objectives.
- Clarifications of The List will be announced to all players simultaneously.
- Any other game specific rules or information will be shared with each team either before The Hunt begins or in-Hunt simultaneously
- Creativity points may be awarded at the discretion of the Game Director..

II. Progressive

The objective of a progressive scavenger hunt is to be the first to finish a sequence of objectives.

Ready, Set: Each team will be given a start time and location; all team members must be present. The first clue will be handed to the team leader at exactly the start time.

Hunt!: The team will then read the clue and complete the objective. Upon completion of the first objective, a second clue will be received with a new objective. This continues until the last objective is completed.

The Finish Line: The time at which a team completes the final objective will be recorded and the elapsed time calculated. After all teams have finished, the teams will be ranked and winners announced.

Additional Rules:

- Interfering with another team is prohibited.
- Any other game specific rules or information will be shared with each team either before the

Hunt or in-Hunt at an equivalent elapsed time.

Territories

I. Squads

- Squads may have up to 6 players. The roster does not have to be consistent; however squads must find their own replacements.
- There should be at least four squads registered for the game.
- Those involved will be distinguished by armbands during challenges only.

II. Objective

- Squads earn points by controlling areas of campus.
- Each squad begins the game in control of at least one area (areas will be defined by the game director based on the number of total squads).
- Squads capture territories by challenging the controlling squad.
- Claim Penn State for your squad!

III. Challenging

- The challenging deadlines will be set by the game director.
- Each squad may only challenge once per day.
- Each squad only has to defend a territory on one occasion per day.
- Challenges may only be made to territories within range.
- Challenges will be arranged by a computer, taking into account your attack choice priorities.
- The winning bidding team on First Strike (see Points) gets automatic first priority.

IV. The Battle

- The squads engage in an elimination style battle.
- The battle begins with a 1 minute preparation period for the defense.
- Squad members are eliminated by direct Nerf Gun shots or sock throws below the neck (ricochets off of objects and people DO NOT count).
- Eliminated players must remove armbands, drop weaponry (unless respawning), and avoid the action of the battle.
- The squad in which all members are eliminated first loses the battle.
- If 15 minutes pass before either squad is eliminated, the defending squad wins.

V. Outcome

Challenging Squad Victory: Challenging squad takes control of the territory.

- Neither squad claims points for controlling the territory the day of the challenge

Defending Squad Victory: Defending Squad retains control of the area, and thus receives points as if nothing happened at the Territory.

- Challenging Squad does not gain or lose any territory, but loses points 2 for failing to win the challenge.
- When a squad is out of territories, that squad is eliminated from the game.

VI. Points

- Points will be awarded after all, if any, challenges scheduled for the day are over.

- 5 Points will be awarded to a squad for each territory controlled by that squad at the end of each day. (The number of points will be determined by the amount of territories each team starts with.)
- 1 point will be awarded to the winning team for each player that does not use a modified weapon during the match.
- 2 points will be deducted from any challenging squad that is defeated in its challenge.

Points can be spent the following ways:

Item	Points	Item Specifics
Self Destructing Blasters	5 per player	For one day the designated players do not have to drop their blasters when dead.
Respawn Card	15	One team member may hand this card within 60 seconds of dying to an admin to re-enter the game. The last person on a team cannot use a respawn card. A respawn card may not be used within the last 2 minutes of the match. The entering player has 10 seconds of immunity during which he may shoot or be followed.
Defensive Setup Time	20	±30 seconds to defensive setup time. May only be used once per match.
Attack One More Away	30	You may attack at an additional +1 range.
Attack Anywhere	50	You may attack anywhere on the map.
Match Time	55	±5 minutes to the match time. May only be used once per match.
Sonar	60	You designate a player that can yell "I like to!", the opposing team members must yell "Move it!" in response. May be used multiple times per match.
Sabotage	60	The team chooses an opponent his or her weapons and ammo are removed from the match.
7 Player Team	70	The team gets an extra player.
GPS Mishap	80	The attacking team can surprise switch the match to another in range territory owned by the opposing team.
Medieval Battle	95	Only socks and melee weapons may be used. This will be declared in advance.
First Strike	X	Teams secretly bid points. The highest bidder pays those points and automatically gets there first attacking choice.

VII. Territories

- Territory boundaries will be set by the game director when the territory is brought into the game and will not change during the game unless they are disturbing non-players or are found to be a safety hazard.
- Buildings within territory boundaries may not be entered.
- Boundary violations will result in immediate elimination of the player in question from the challenge.

VII. Range

- At the beginning of each game, all squads have a range of 1. That is, each squad may only attack adjacent territories.
- The leading squad may have a range of 2.

- If there is a tie for the lead, all squads have a range of 1.

VIII. Last Stand

- A team eliminated from the map gets one chance to come back by attacking anywhere. They get first priority except over First Strike bidders.

IX. Game Variations

Standard Rules:

- Each gang begins with an equal number of territories.
- No territories are added or removed from the game.

Spawning territories:

- Each gang begins with the same number of territories.
- At the game director's discretion, territories are periodically added to the game.
- When a territory is added, two random teams are selected to duel for it.
- The winner gains control, the loser does NOT lose points.
- Each time new territories are added, there are enough such that each gang is able to duel for one.
- When a territory spawns it may affect range relationships of existing territories. When this happens the game director must notify all squads of how the range is affected.
- For play ONLY when there are an even number of squads.
- Notification of new territories must be made one day in advance, so the squads know not to challenge on that day.

XI. Game Ending

The game can end in one of two ways:

Campus Capture: One squad captures all territories on campus.

Timed-out: The end date and time pre-set by the game director is reached before any one squad is able to capture the campus.

- The squad with the most territories when the game ends is the winner.
- If there is a tie, tieing teams battle it out.
- Recommended game duration: 2-4 weeks.

XII. Disputes

- Disputes during a challenge will be taken up with the game director or AGA present at the challenge. These disputes will be handled immediately as seen fit by the administrator with accordance to UGC policy.
- Disputes involving the structure of the game will not be dealt with while the game is occurring for the sake of consistency within the game. Please bring these disputes to the attention of the game director/rules council after the game in question has finished so it can be revised for the next game of Territories.