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# Penn State

## Humans vs. Zombies

### Invitational Guidebook

Now with 100% more information!

**Eligibility** – All HvZ players 18 years of age or above may participate in this open and free event.

#### **Before You Hit The Road**

Things you need to bring with you:

- 1) Nerf blasters and foam darts ([modification guidelines can be found here](#))
- 2) Brightly colored Bandannas (preferably orange)
- 3) Balled up socks (lots)
- 4) Marshmallows (regular sized, no minis)
- 5) Money for food
- 6) Sleeping bag and pillow
- 7) Water bottles or canteens
- 8) Cameras (if you want to document the experience)
- \*\* 9) A printed and filled-out activity [waiver](#)
- 10) A pleasant and respectful attitude

\***Note:** Please try to mark your belongings with your name and school beforehand, items may be misplaced, lost, found, queried, etc. and if it has your name on it, we can help assure it gets back to you. (This especially includes blasters, socks, darts, and bandannas)

Things you shouldn't bring with you:

- 1) BB'd stefans
- 2) Singled titans
- 3) Blowguns
- 4) Foam Swords
- 5) A huge ego (small ones are okay)

#### **Location**

Penn State University is located in University Park, PA, 16803.

- Directions can be found [here](#).

- Call John Mortara (201-307-1133) if you become lost, disoriented, or lonely during the drive.

## Agenda

### Friday, April 9<sup>th</sup>

- 1) Check in with your assigned host. If you do not have a host, have a moderator or club representative from your school's game e-mail us ([john.mortara@urbangaming.org](mailto:john.mortara@urbangaming.org)) and we will try to pair you up with one.
- 2) Report to the Forum building for Orientation (8PM-10PM).  
\*If you cannot attend Orientation, make sure to contact an Admin for instructions.
- 3) Possibly play a little Capture The Flag or Thunderdome with UGC members, make new friends, eat some mozzarella sticks, and pass out.

### Saturday, April 10<sup>th</sup>

- 1) Wake up early
- 2) Eat a solid breakfast
- 3) Report to the [Hammond Building](#) before 8 AM.
- 4) Play missions all day, have a load of fun, get emotionally attached to a lot of people you just met, etc. We'll have lunch and dinner breaks.
- 5) Finish before/around 12AM.
- 6) Either hang out or pass out, your choice.

## Brief Rundown of Rules

### General Rules

- 1) Be honorable and respectful.
- 2) Pick up darts, socks, and marshmallows whenever possible and return them to an Admin during a break in the game.
- 3) Do not climb or jump a wall that is more than *waist-high*.
- 4) Be aware of non-players moving across campus, be kind, smile, don't act menacing, and make sure not to collide with them or hit them with projectiles. If you do, apologize in a kind fashion.
- 5) You are not allowed to play in any of our academic buildings. If you must use the bathroom during a mission, you are expected to enter and exit a building in an orderly, quiet, and prompt fashion.

- 6) Aside from inside academic buildings (which will NOT be abused in any way) there are NO SAFEZONES.
- 7) You are not to enter any car or bus, ride any bike, or any other wheeled apparatus unless on lunch or dinner break.
- 8) Attached is a map of the playing zones. You are not allowed to leave main campus during missions. This means you are not to cross Park Avenue, College Avenue, or University drive unless on lunch or dinner break. You may only cross Atherton via the IST bridge. Park Avenue is the northernmost boundary, College Avenue is the southernmost boundary, and University drive is the easternmost boundary. You are not to enter the golf course area (shaded in red).

### **Gameplay**

- 1) Humans will wear their orange (or bright-colored) bandannas around their arms. Zombies will wear their orange (or bright-colored) bandannas around their heads.
- 2) Zombies may collect and return darts and socks to Admins at their discretion. They must deposit as many marshmallows in trashcans as possible. Zombies MAY ONLY pick up darts if the Humans ignore or abandon them. Do not immediately take a dart the minute it is fired. (Don't be a dick.)
- 3) Hits to the face of a Zombie do not count. Please be safe and aim for the chest or legs.
- 4) Head-tags do not count. Zombies can touch any other part of a Human's body (below the shoulders) in order to turn them. Simultaneous tags go in favor of the Zombie. Be honest people.
- 5) When a Zombie is stunned, he/she must pull his/her bandanna and wear it around the neck for the duration of the stun timer.
- 6) Stun timers will vary from mission to mission based on the Admin's assessments.
- 7) You are not to collide with or intentionally knock another player over. If an Admin notices excessive use of force, they will correct it in a way that they see fit.

