

Humans Vs. Zombies: Rulebook

V.1.6

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.

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.
- Attempting to exploit loopholes in the rules will not be tolerated, and moderators will rule against you. Try to read both the letter and the spirit of the rules.
- Play safe. There are many things on campus which can hurt you if you are reckless. Please do not do anything to injure yourself or others while playing (e.g. shining a flashlight in someone's eyes), and opt instead to have fun.
- There are no winners, there are no losers. Whether you're a zombie or a human, whether you survived five days or five hours, or whether you ate 500 brains or 2, your goal is to have fun. Don't consider being tagged as losing, think of it as a way to meet new friends and a chance to hunt your old ones.
- Respect university authority. If you think your behaviour 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.
- Talk to the mods if you believe any player is not following the rules of spirit.



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Chapter 1:

Teams & Moderators

Zombies

Zombies wear headbands. They try to tag and convert humans to their side. There are special zombie types 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 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)
- Sending messages between players
- By acting as a shield

Players should make every effort to discourage non-players from interacting with the game, and encourage them to be impartial for the sake of fairness. Players should also take precaution when playing near non-players as to not shoot or hit them accidentally.

Identifying your Team

When players are off-campus, they are not required to wear their identifiers. Players may only lie about their team in text-form. Any other form of media or communication must not misconstrue a player's team.



Apparel & Equipment

Equipment

ID Cards

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 weapons used in this game should be ranged NERF blasters, and clearly distinguishable from real weapons (bright colors such as orange and red, not camouflage models).

Painted blasters and non-NERF blasters will be permitted on a case-by-case basis and must be approved by a moderator. Modified NERF blasters will be allowed if they fire under 100 FPS and were analyzed and registered by the moderators. Modded ball-shooting blasters are banned. If it is unclear if your blaster is valid for play, contact the mod team before proceeding.

As an option, Nerf ammunition may be thrown by hand. While attending classes or other official University of Waterloo events, all blasters must be stowed away out of sight. Foam dart or ball-launching grenades are also banned.

All NERF ammunition used must be unmodified full-length darts or unmodified ball ammunition. Hard-tipped NERF darts are banned (i.e. darts that cannot compress).

Zombies should not carry NERF 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 NERF darts to stun or touched to tag. This includes NERF 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. If a moderator states your bandana is not obvious enough please find a better alternative.

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.
- No masks or face coverings.
- 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, and must give their player ID to the zombie (for the zombie to report on the website). The tagged human then removes their armband/bandana and puts it around their neck to become a stunned zombie, starting their 15 minute timer to spawn as an active zombie.



There is no need to wait for the tag to be registered on the website before the new zombie tags new victims.

Stunning

A human player may stun a zombie by either hitting them with a sock or nerf dart. A nerf dart that has bounced off a wall or other surface prior to hitting the zombie does not count as a stun. A nerf dart that hits one zombie and ricochets into another zombie is considered a stun on the first zombie, but not the second. A sock ball is considered inert once it hits the ground. A zombie stunned by a human remains stunned 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. For example, a zombie may not follow humans or use GPS to report their location while stunned. This rule also pertains to newly tagged humans. 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 often the zombie has been stunned recently. With enough points, a human can purchase rewards that will help them survive the week.

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. A human must physically collect a code from the zombie even if they already know the zombie's player code. This means collecting a print out from the zombie (if they offer one), copying down their code or taking a photo. This process must take some time.

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 zombie's 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 through various activities, certain reward items can be collected from moderators. Usually these points can be collected through stunning or completing certain missions. 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. Passes and badges can be picked up at locations indicated in an email sent out by the mod team. Players must not misconstrue which rewards they possess. Human rewards can only be used by humans, and may include:

Supplied

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

Pass Rules

A pass allows a player to move safely through areas in which they would normally be at risk of death. The following rules apply to all pass types:

- A pass is only active while a player has raised the pass over their head with their hand.
- To activate their pass a player must raise it over their head either before entering the pass' area of effect, or in a safe zone within the pass's declared building.
- You may deactivate the pass at any time within the pass' area of effect by putting down the pass. See the above rule to reactivate the pass.
- 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 alternative or new rules for using a pass during a mission.

Rail Pass

Rail Passes allow a player to move safely through any overpasses and tunnels between buildings. As is the case for all passes, a player must have the pass over their



head before entering the applicable area.

Building Pass

Building Passes allow a player to move safely through a specific building. Buildings are divided into Minor and Major buildings. When a Minor Building Pass is earned, any 1 building in the list of available Minor Buildings may be chosen for the pass. The same process applies for Major Building Passes. The available buildings for these passes will be chosen by moderators each term.

Officer Badge

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

When a player with an officer badge is killed, they rip up the officer badge and take off one of their arm bands. They are 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 must be ripped on use. The player loudly says "ZOM-B-GONE!". All stunned zombies in line of sight (360° around) of the human at the time of use 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, the player must 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 the team has informed the moderators on their choice the special zombie will be photographed by mods, and a picture of the special zombie will be emailed out to all players.

Wraith

Wraiths are like regular zombies but they can use melee sock weapons. Wraith socks follow the same rules as human sock weapons, except that they cannot be thrown. Wraiths can block darts using their sock weapons. If a Wraith sock becomes entangled, as in cannot pull them apart, with a human sock, 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 an orange safety vest in addition to their head bandana. 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 on special zombies and 10 revival cards which they can use on regular zombies. 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.

The Zedic's stun timer is also reduced to 5 minutes.

Legionnaire

Legionnaires are like regular zombies, but they have a foam shield that is immune to socks and ammo. This shield does not make sock whips inert, however



thrown socks and darts treat it like a wall. They may not tag at all with the shield arm or take off the shield.

Legacy Player Rewards

Players who do service to the club may receive legacy tokens to use in game. When a player is a club executive in a term, or is a moderator for a weeklong, invitational, or weekendlong game, they receive one legacy token.

Legacy tokens may be redeemed on the club website prior to the start of the weeklong to either (a) start with 15 points as a human, or (b) guarantee that you start the game as a zombie.

Players who accumulate 6 lifetime legacy tokens are awarded Legacy Status. Legacy Status gives the player unlimited uses of the legacy rewards.



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 and is considered a violation of the rules of spirit.

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 when the door is open, or when it is closed given that it can be opened from the side the player is currently on.

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
- Physical Activities Complex
- 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, although tunnels and bridges between buildings are not. The mine tunnel between EIT and ESC counts as part of EIT rather than a tunnel.

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 and follows the same rules.



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. However, the Necromancer is the ultimate authority on any rule interpretations or events of the week.

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.

Game Feedback

If you have feedback about HvZ, a meeting called the Postmortem is held after every game. These meetings are the best place to bring up comments or concerns about the game itself, as during the week the moderators will be focused on running the event.