UChicago Humans vs. Zombies

**GAME MODERATORS**

If you have any questions or concerns, please contact the game moderators at zombies-request@lists.uchicago.edu

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Please contact us if there is an emergency, there is a dispute about a tag, or if you have a problem that can't be easily resolved. We’re here to help; that’s our job.

**All Players wear Purple Paisley bandanas. In addition to their Purple Paisley bandanas, Moderators will also wear** **Lime Paisley** **bandanas.**

**AMENDMENTS**

* **UPDATED LATE REGISTRATION POLICY:** If you cannot make registration or you have decided to play the game late, we have a late registration deadline of 24 hours from the end of registration - 9pm on Wednesday. Please send an email to zombies-request@uchicago.edu and one of our moderators will contact you and register you personally.
* **UPDATED BLASTER RENTAL POLICY:** Blaster rentals now require an up-front payment of seven dollars. Two of those dollars will be the down-payment and will be returned to the player when they return their guns. Any player who does not return their blaster before the next registration will be levied a five dollar fine to be paid before they may participate.
* **MISSION REWARD POLICY:** Thursday, Friday, and Monday missions have the possibility of bestowing bonuses on the winning side. During Thursday and Friday, if zombies win the mission, they receive a 1 minute reduction to their respawn during normal play. This reduction affects all zombies, regardless of whether or not they attended the mission. Mission timers are separate and will not be reduced with the global timer. Monday missions have the possibility of reducing or increasing the window for Tuesday’s final extraction mission.
* **POLICY ON RIVAL BLASTERS:** Currently these blasters **ARE LEGAL** for use in Uchicago HvZ.
* **HvT:** We have removed the HvT program because its usefulness has been replaced by more effective recent programs

**REGISTRATION**

Pre-Registration takes place at<http://uchicagohvz.org/>. This lets us move registration through much more quickly. Watch the listhost or our Facebook page to know when registration opens. Please try to pre-register as soon as possible.

Registration happens at the beginning of the game in the Hutchinson Commons. If you Pre-register, you still go to registration. Please come to registration with the registration fee ($3) or we cannot enter you into the system.

If you cannot make registration or you have decided to play the game late, we have a late registration deadline of 24 hours from the end of registration. The latest you can be registered is 9pm on Wednesday. Please send an email to zombies-request@uchicago.edu and one of our moderators will contact you and register you personally.

**BASIC MECHANICS**

Zombies tag humans and humans shoot zombies.

When a zombie tags a human, that human immediately moves their headband to their head and gives their tagger their bite-code (the two words written on your bandana.) They are a zombie once their headband is on. **The human must give the zombie their bite code.**

When a human shoots a zombie, the zombie is stunned for five minutes. Stunned zombies become non-players and cannot tag humans for those five minutes. **This five-minute rule does not carry over through class.** Therefore, if you shoot a zombie before class, at the end of the class, the zombie **can tag you.** Shooting an already shot zombie will reset that zombie’s timer to five minutes: **the timer does not stack.**

*We encourage, but do not require, shot zombies to respect their non-player status and neither impede nor follow any human until their timer resets.*

When a zombie tags a human, that **zombie cannot tag another human until the tagged human’s bite-code is received from the once human (i.e. not logged, but received**.)

Zombification is permanent except in the rare occurrence that a moderator directs you to return to human status. If you cannot resolve a dispute between players, contact a moderator. We’re here to help. If you need to have a solution immediately, flip a coin or play rock-paper-scissors.

**EQUIPMENT**

Humans use blasters and socks; zombies use hands.

**You can bring your own blasters or you can borrow one at the beginning of the game for $7.** Two of those dollars will be the deposit and will be returned to the player when they return their gun. If the blaster does not work at registration when it is rented, and there alone, we will replace it. Otherwise, we bear no responsibility for blasters which malfunction. If, at the end of the game, you have either fallen in love with the blaster, you have lost it, **or you have irreparably harmed it**, you may (or must) keep the blaster and pay a $5 fee.

**Blasters must be clearly identifiable as toys and must have a recognizably orange tip**. Ammunition must be made out of only foam, rubber, felt, and adhesives. Ammunition must be fired from a blaster to be valid. Ammunition cannot contain additional materials (plastic, knives, gunpowder, metal balls, etc.) **Retrieve fallen ammunition if at all possible.**

Modified blasters must only fire ammunition which cannot cause harm under any reasonable circumstance.

Socks are permitted as weapons provided they are single, unitary, unmodified socks. Socks must also be **clean** and not filled with anything, including other socks**.** Socks must be thrown, **not used for melee purposes.**

Zombies are permitted to temporarily hoard ammunition **given that they have not been shot.** Otherwise, be a good sport and help the human pick up their ammo. **Don’t pocket other people’s ammo.**

**Neither humans nor zombies may use any form of shielding**. Anything worn by or carried in player’s hands is classified as an extension of that player and may be tagged. The exception to this rule is that tagging a blaster, defined as a weapon held in a human's hand and reasonably capable of shooting ammunition, does not count as a tag.

Regarding modified equipment, it is the moderators' discretion to determine reasonability before and during the course of the game. **Knowingly using prohibited equipment is a bannable offense.**

**BANDANNAS**

You **MUST** wear your bandana at all times including in class. The bandana must be worn on the outermost layer of any additional coverings, such as a coat, scarf, hat, hoodie, hair, etc. Bandanas which are not visible from 360° degrees are not legally worn and tags by zombies without legal bandana placement will be discounted. **Taking off your bandanna to gain an unfair ingame advantage is a bannable offense.**

Zombies wear their bandannas as the outermost layer of their head, humans wear theirs as the outermost layer on one of their arms.

*We wish to openly discourage wrist bandana placement for humans as it is difficult for both humans and zombies to identify these players as human. This is against the spirit of the game, since HvZ is fundamentally about Human-Zombie interaction.*

*Additionally, in complex situations, such as a charge of more than three zombies or a mission, stunned zombies should raise one or both arms above their head in order to signal they have been shot.*

**SAFE ZONES**

Humans are safe when either they or the zombie tagging them have at least one foot within a safe zone. **i.e. if either the human or the zombie has a foot within a safe zone, the human is safe.** A zombie in a safe zone cannot be shot. Shots fired from within a safe zone into an area of play (i.e. within Cobb to a zombie standing outside of Cobb) are legal hits. Shots fired from areas of no play to an area of play (i.e. from a car to a zombie not in the car) are **not** legal hits.

The only declared official safe zones are:

* UChicago buildings
* Off-campus private property**\***
* Dorm rooms
* Bathrooms
* Dorm entrance lobbies
* UChicago Hospitals (you should not even be here)
* Anywhere else the mods publicly declare.

**\***Off campus apartments may be declared an unsafe zone with the consent of all individuals living there.

Since UChicago’s campus is irregularly shaped, there are no clearly defined game boundaries. For instance, Stony Island is far from campus, but it is fair game.  Medici is close to campus, but it is a safe zone.  Use common sense when not playing on the immediate vicinity of the main quadrangle. **When in doubt, as a human, assume you are not safe.**

**Use your brains** (or lack thereof) when leaving the immediate area of campus.  We're in Chicago's south side, not your parents' basement.  And everyone knows, you shouldn't bring a nerf blaster to a gunfight.

**The chase clause:** if a zombie is actively pursuing/ stalking a human when that human crosses out of the immediate area of campus, moving from an unsafe zone to a safe zone, then that human remains to be unsafe for the duration of the chase/stalk, regardless of whether or not they know they are being chased or stalked. **If, at any time, the zombie chasing/ stalking the human makes any reasonable indication that they are giving up the chase/ stalk, the human’s location immediately reverts to a safe zone.**

Some dorms are safe, some dorms are not safe. A list of safe dorms will be posted at the beginning of the game. In unsafe dorms, rooms themselves are safe, but the **hallways are not.** Resident heads/RAs/housing staff have the right to declare temporary safe zones in their respective dorms at any time. Permanent safe zone changes will be published. Players may not coerce other players to enter or leave a safe zone against their will.

For some further clarification, here are some locations that are frequently asked about:

* Libraries (Regenstein, Crerar, etc.) are safe, so you can study all you want.
* Bartlett dining hall is safe, but the hallway, and atrium are not. When you set foot on the staircase, you are safe.
* Bart Mart/Midway Market are safe
* Ratner and Crown are safe, as are any obviously sanctioned athletic practices.

Note that this list is not comprehensive. Any updates or clarifications will be sent out on our official listhost.

*We are actively discouraging the activity known as “the door game” or “door camping.” This is the process in which a zombie stands in the door, still in the safe zone, next to a human, preventing the human from leaving the building. This slows the game down and makes it less fun for all those involved and is therefore against the fun-searching mission of the game.*

**Areas of No play**

Areas of no play are neither play zones nor safe zones. Both humans and zombies are safe in these zones. Humans cannot shoot out of these zones. Play in these areas is grounds for suspension or disqualification from the game. **The two major no-play zones are all cars (including buses and shuttles) and the area around the hospital.**

Shuttles are complex areas of no play. If one or more player is on a shuttle, gameplay begins as soon as it can be moved away from the normal operation of the shuttle.\* In particular, exiting from the shuttle is not safe. The no-play zone ends when the following conditions are met:

* + All non-players have either departed from or gotten on shuttle. AND
	+ 2 meter distance from shuttle OR
	+ Players on shuttle agree to conditions for beginning combat

Note that players off of shuttle cannot begin engagement with players departing shuttle. Players may use the shuttles and can invite other players to ride on the shuttle. Most importantly, please use caution and your best judgment to **AVOID IMPEDING THE NORMAL OPERATION OF THE SHUTTLE**.

**TEMPORARY SAFE ZONES**

In the event that your dorm or house wishes to temporarily make their jurisdiction a safe zone, please have them contact a game moderator and we’ll email it out to the entire listhost to notify everyone. The house resident heads or resident masters or someone of authority within the house or dorm can declare these, unless, of course, they’re playing the game. **A party cannot be declared as an official safe zone.**

All house events, including study breaks, house meetings, and house trips, are safe **plus or minus a thirty minute buffer**. In other words, you are safe going to and from your house shenanigans.

**MISSIONS**

Each day, we will issue missions over the listhost, but participation is completely voluntary. Details will be sent out earlier on the day of each planned mission. Missions are the only reasonable way to increase one’s leaderboard score.

Missions may feature temporary rule modifications, for example a temporary change in the zombie respawn timer. These last only until the end of the mission unless otherwise specified by the moderator who explains the mission. Some missions also involve temporary safe zones, which exist for no longer than the moderators explain them to last.

Thursday, Friday, and Monday missions have the possibility of bestowing bonuses on either side. During Thursday and Friday, if zombies win the mission, they receive a 1 minute reduction to their respawn during normal play. This reduction affects all zombies, regardless of whether or not they attended the mission. Mission timers are separate and will not be reduced with the global timer. Monday missions have the possibility of reducing or increasing the window for Tuesday’s final extraction mission.

**Non-Players**

**Non-players should not be involved in the game**. In particular, non-players should not actively or involuntarily aid the cause of a player. For example, using non-players as spies is acceptable, but hiding behind a pedestrian in order to use them as a shield is not permissible. Additionally, a non-player should not actively and voluntarily make it difficult for gameplay to occur. For example, a non-player should not intentionally block a hallway to stop a zombie, but a crowd may happen to unintentionally make a thoroughfare impassible.

**Player Responsibilities (Official)**

As our game grows in size and notoriety, it becomes very important to maintain a good relationship with the rest of the campus community. This means a strong commitment to respecting those individuals not participating, respecting the University's buildings and grounds, and generally behaving as a model human and/or zombie. Additionally, please bear in mind that all policies in the Student Manual do apply during the course of the game, including the Authority to Direct and requirement to present identification upon request. If during game play a University Staff or Faculty member requests that you not play in an area deemed fair in these rules, requests your University ID, or makes some other request of you, you should comply with their request and then pass that information up to your game moderators so that they can bring the issue to ORCSA for help engineer a resolution. Failure of individual participants to follow policy and respect the campus and the community may lead to disciplinary action or even jeopardize the future of the game as a whole.