

UChicago Humans vs. Zombies

GAME MODERATORS

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

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.

Also, if you don't understand something in the rules, you want an explanation, or you just want to talk, contact one of us.

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

When a Moderator is wearing their **YELLOW PAISLEY bandana, they are considered a player and you may tag them. Sometimes, to perform specific duties, the moderator will wear only their **Purple Paisley** bandana, in which case, they are not considered a player and you may not tag them.**

AMMENDMENTS

- First time players will be given a token at the registration briefing. If a first time player is tagged before 11:59 tuesday, they can give that token to the tagging zombie. If they do, they are invulnerable and unable to shoot for 5 minutes. If they do engage in gameplay, they immediately become taggable again. Zombies may turn in tokens for an additional point.

REGISTRATION & PREREGISTRATION

Preregistration 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 must 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.

COMMUNICATION

The official means of communication for Humans Vs. Zombies is via listhost emails.

The **official** email listhost is zombies@lists.uchicago.edu, which is where all of the official announcements will be sent from HvZModSquad@gmail.com. **Players cannot send emails over this listhost.**

During the game, the necessary information for each day will be sent out in a daily email at 9:00am.

There are also listhosts for player communication. chatter@lists.uchicagohvz.org is the email for generalized banter. Fall-2016-humans@lists.uchicagohvz.org is the humans-only email. Fall-2016-zombies@lists.uchicagohvz.org is the zombies-only email.

In addition to the official means of communication, many players will set up their own communication networks. Often, the LZ will make a facebook page and a chat for zombies and the humans will tend to create their own communications some time into the game when the dust has settled.

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.

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.

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 before you can register for another game. 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.

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 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

Zombies wear their bandannas on their heads, humans wear theirs on their arms.

You **MUST** wear your bandana at all times including in class. The bandana must be worn on the outermost layer of any additional coverings over it. 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.**

SAFE ZONES

Humans are safe when **either they or the zombie tagging them have at least one foot** within a safe zone. 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.

Except for the first floor of Bartlett and some dorms, Campus Buildings are safe zones. Off-campus is also safe. Since UChicago's campus is irregularly shaped, there are no clearly defined game boundaries. Use common sense when not playing on the immediate vicinity of the main quadrangle.

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.**

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.

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. **A party cannot be declared as an official safe zone.**

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.**

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 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. 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.

GLOSSARY OF TERMS

A more rigorous definition for some of the words in the rules. This is mostly just useful to moderators and law geeks.

Tag. A tag is an action that is capable of being performed by any unstunned zombie wearing his or her bandanna. A tag is defined as a physical contact between the zombie or his or her clothing and a human, anything that they are carrying or touching (except a blaster), or his or her clothing.

Zombie. A zombie is any active player who has been tagged by another zombie. Any zombie who has not yet had a status change on the website is still considered a zombie. A zombie may not perform a tag until they have clearly stated their bite code to the zombie who has tagged them and has transferred their armband to their head. Once the bite code has been confirmed, the player is a zombie regardless of their status on the website. Zombies must wear headbands

Human. A human is any active player who has not yet been tagged by a zombie, regardless of their status on the website. Humans must wear armbands.

Shoot. Shooting is an action which a human may perform in which they use his or her blaster to launch a piece of ammunition. A shot is defined by a valid blaster employing stored energy to do work on a valid piece of ammunition. The piece of ammunition ceases to be shot at the moment in which it touches any solid other than any zombie, any object a zombie is holding, or any zombie's clothing.

Throw. Throwing is an action which a human may perform on any valid sock so that it ceases to be in contact with the human, anything the human is holding, or the clothing of the human. A sock ceases to be thrown at the moment in which it touches any solid other than any zombie, any object a zombie is holding, or any zombie's clothing.

Stun. Stunned is a state which a zombie may be in. A zombie becomes stunned when they physically contact a thrown sock or a shot piece of ammunition. A stunned zombie is considered a non-player for the duration of his or her stun timer and should not engage in actions such as tags, shots, throws, etc. nor should they perform actions which would make it easier for them to do said actions upon becoming unstunned.

Blaster. A blaster is a device which is reasonably capable of employing stored energy to do work on a valid piece of ammunition. The blaster's primary function must be doing work on valid ammunition.

Sock. A foot covering manufactured by a manufacturing group and advertised as a sock or a foot covering specifically made in imitation of the products created by said manufacturing group. A sock must also be reasonably identifiable as a sock.

Safe Zone. An area in which a tag is considered invalid. Any party physically in contact with the ground of a safe zone or entirely enclosed within the bounds of that safe zone is considered to be in the safe zone. A tag performed while a player is inside of a safe zone is considered an invalid tag. Off-campus areas directly around unsafe buildings are considered unsafe zones.

Uchicago Campus. Campus. The University and all University owned or affiliated property between 55th street and 61st street.

Uchicago Quadrangles. The quads. For all HvZ purposes, the Quadrangles will consist of the area between 57th street, 59th street, Ellis avenue, and University avenue.

Dorms. Any building owned and operated by the University for the Residence of Undergraduate Students and all associated courtyards, walkways, etc. Dorm areas and their relative safety or unsafety are decided by the dorms-members themselves.

Areas of No Play. An area in which all players are rendered non-players. Any party physically in contact with the ground of an Area of No Play or entirely enclosed within the bounds of that Area of No Play is considered to be in the Area of No Play. Players within the Area of No Play are considered non-players and should not engage in actions such as tags, shots, throws, etc. nor should they perform actions which would make it easier for them to do said actions upon leaving the Area of No Play.

Shuttle. A shuttle is any automotive vehicle employed by the University of Chicago and meant for the non-specific transportation of University affiliates along a predetermined route. A human in a shuttle may continue to be considered chased as if they have not become a non-player.

Chasing. Chased is a state which a human may be in. If a zombie sees a human before that human has left campus and that human leaves campus before the zombie loses sight of them, the human is considered chased. Chasing is a state a zombie may be in. A zombie is considered chasing if they keep unbroken eyesight of a chased human or if they explicitly or implicitly acknowledged by a chasing zombie to be chasing. A chasing zombie will continue chasing a chased human until they lose view of the chased human and does not recover view of that human immediately, that chased human enters a building, or until either party becomes a non-player. A chasing zombie may perform a tag upon a chased human even if the chased human is in a safe zone.

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.