

University of Chicago Humans vs Zombies

Website: <https://www.uchicagohvz.com/>

Facebook: <https://www.facebook.com/UChicagoHvZ/>

Instagram: <https://www.instagram.com/uchicagohvz/>

Discord: <https://discord.gg/JZfAhv3>

How The Game Works

Humans vs Zombies is similar to a game of tag, but with blasters and socks. It is a weeklong game in the fall and winter, and a one day game in the spring. Zombies kill humans by tagging them and humans can stun zombies with Nerf ammo or socks. All players must wear their game bandanna for the duration of the game

This game works largely off the honor system. The moderators are unable to look over the players' shoulders every second of the game, and we should not need to. If there were a ton of moderator interference, the game would no longer be fun. As a general rule, **don't be a dick**. Try to avoid styles of play that ruin the experience for a number of human and zombie players. **Also, don't be a dumbass**. Don't do things that put your safety as well as the safety of other players in jeopardy. We are not liable for any player versus player or player versus environment injuries. As the mods like to say, if you die in real life, you die in the game.

PLAYER RESPONSIBILITIES (OFFICIAL)

As our game grows in both 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 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.

GAME MODERATORS

If you have any questions or concerns, please contact the game moderators at zombies-requests@lists.uchicago.edu or by reaching out to any of the moderators on the UChicago Humans vs Zombies Discord server.

Please contact us if there is an emergency, health concern, kill dispute, or if you have a problem that cannot be easily resolved. We're here to help; that's our job.

Additionally, if you don't understand something in the rules and want an explanation, please contact one of the moderators.

All players must wear their bandanna with the corresponding game color (Pink Paisley). In addition to their game bandanna, all moderators will be wearing a Purple Paisley bandana.

When a moderator is wearing their game bandanna, they are considered a player and you may tag them. Sometimes, a moderator will be wearing only their purple bandanna to perform specific duties, in which case, they are not considered a player and you may not tag them.

PREREGISTRATION AND REGISTRATION

Pre-registration for a game can be done at <http://uchicagohvz.com/>. We highly recommend that players pre-register as it allows us to move through registration much more quickly. Keep an eye on the listhost, Facebook page, or Discord server to know when registration opens.

Pre-registration closes at 8:15pm on the night of registration.

Registration happens at the beginning of the game in Hutchinson Commons. If you pre-register online, **you must still go to registration**. Please come to registration with the registration fee (\$3), or we cannot enter you into the system. We also will accept Venmo.

If you cannot make registration or you decided to join the game after registration has passed, we have late registration from 9am to 8pm on the Wednesday after registration. Come to the Mod Cube in one of the Stuart Cubicles (accessed through the third (3rd) floor of Harper Memorial Library).

For First Time Players: First time players will be given a token at registration. If a first time player is tagged before 11:59pm on Tuesday night, they can give that token to the zombie that tagged them. If they do, they are invulnerable and unable to shoot for 5 minutes. If the first time player decides to re-engage in game play within the 5 minutes, they immediately become taggable again, Zombies may turn in tokens for additional points.

COMMUNICATION

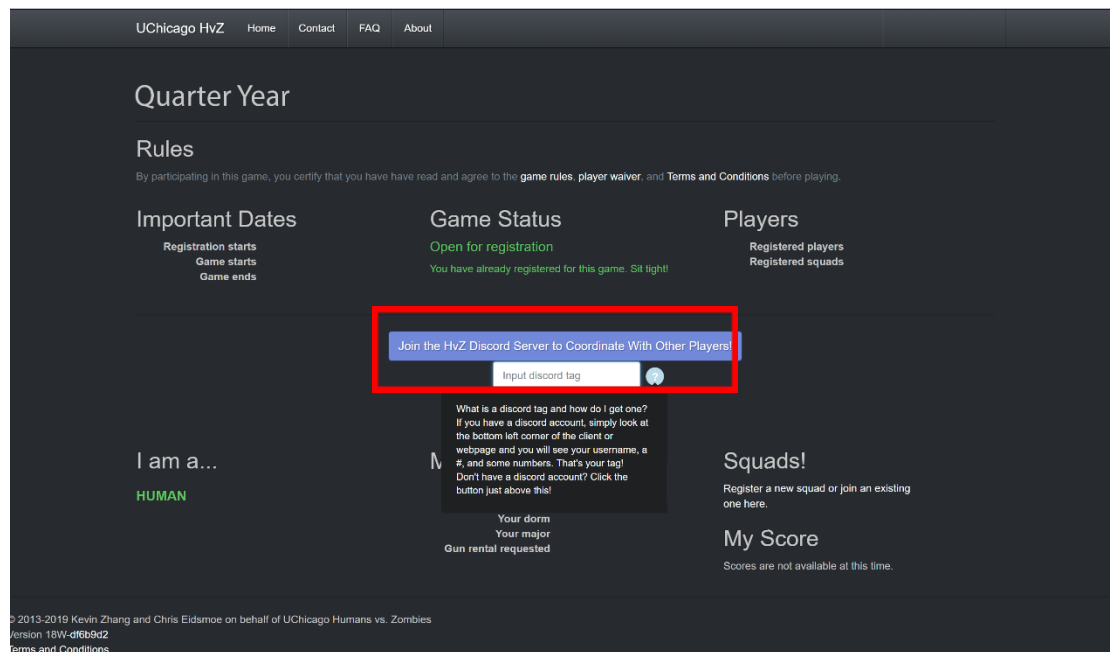
The official means of communication for Humans vs Zombies is via the listhost emails as well as messages in the Discord server in the #announcements channel.

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

Players cannot be unsubscribed from the listhost while the game is in session. If you are not receiving emails from the listhost, please contact the moderators.

During the game, daily emails with important information for the day will be sent at 9:00am.

The Discord server can be used for communication between players. Players can register their discord tag on the website in order to gain a human/zombie role from the bot, Schrodinger.



Within the Discord server, the Human Radio channels will only be accessible to those with the Human role and the Zombie Radio channels only be accessible to those with the Zombie roles. The Mods have access to all of the #ask-the-mods channels, so feel free to direct questions to those channels.

In addition to the listhost and the discord server, there are also listhosts for player communication. chatter@lists.uchicagohvz.com is the email for generalized banter. The human only and zombie only chatters can be found on the game page and will take the form of quarter-year-humans/zombies@lists.uchicagohvz.com.

BASIC MECHANICS

Humans shoot zombies and zombies tag humans.

When a zombie tags a human, that human immediately moves their bandanna to their head and gives the zombie their bite code. The bite code is the two words written on the bandanna. **The human must give the zombie their bite code.** Upon being tagged, the human is now a zombie.

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. **The five minute rule does not carry over through class.** Therefore, if you shoot a zombie before class, at the end of class, the zombie **can tag you.** Shooting an already stunned zombie will reset the zombie's timer to five minutes. **The timer does not stack.**

We encourage stunned 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 tagged human.**

Zombification is permanent except in rare cases where a moderator returns you to human status. If you cannot resolve a dispute between players, please contact the moderators so that we can help.

Kill disputes:

If a zombie and a human cannot come to an agreement, a moderator may be contacted through HvZModSquad@gmail.com or through Discord to arbitrate a resolution. **Kill disputes should only be a last resort option.** Becoming a zombie is simply just part of the game. Accept your death with grace.

In a kill dispute, the moderator will first listen to both perspectives of the dispute as well as any relevant eyewitness accounts. If the moderator feels an obvious resolution is available, they will issue a dispute ruling and play will resume based on their decision.

If an obvious resolution is not apparent, then the moderator will offer players two options.

- a) Thunderdome. Both players stand a distance of seven feet apart. The human player is allowed one sock as their only ammunition. Once the moderator says "start", the zombie will have 30 seconds to tag the human. If the human escapes or stuns the zombie, the human survives. If the human is tagged, the human is killed. Once the thunderdome is complete, the dispute is over and may not be further contested.
- b) If one or both players do **not** consent to a thunderdome, both players will play a game of rock-paper-scissors to determine the dispute resolution. The match will be best two of three rounds and each round's victor will be determined by the moderator.

When a kill dispute *must* occur, **none of the players are out of play until a moderator officially declares them out of play.**

Additionally, when a moderator is intervening in a kill dispute, please try to keep the shouting to a minimum. While we understand that the game is high intensity, the shouting does not help, and in fact makes it much harder for the mods to hear both sides of the dispute.

As always, please step out of the immediate area of play when discussing a kill dispute during a mission as to not get in the way of the other players.

In complex situations, such as during a mission or in a charge of three or more zombies, stunned zombies should raise one or both arms above their head in order to signal that they are stunned.

EQUIPMENT

Humans use nerf blasters and socks. Zombies use their hands unless stated otherwise. **Retrieve fallen ammunition if at all possible. We want to make sure we're allowed to play this game for years to come.**

You can use your own Nerf guns for the game or you can borrow one at the beginning of the game for \$10: \$3 for the gun, and \$7 for a deposit. The \$7 will be returned when you return your weapon to the mods at the end of the game.

On Gun Rentals: If the Nerf gun doesn't work at registration when it is rented, and there alone, we will replace it. Otherwise, we bear no responsibility for the Nerf guns that malfunction (i.e. if the guns jam). If, at the end of the game, you have either fallen in love with the gun, you have lost it, modded it, **or you have irreparably harmed it**, you may (or in some cases, **MUST**) keep the gun.

Guns:

Guns 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 the gun to be valid. You cannot take an extra dart and throw it. Ammunition cannot contain additional materials such as plastic, metal balls, gunpowder, knives, etc. If your gun relies on the foam balls (i.e. Rival guns), **you cannot use the dark blue ammo. You may only use brightly colored ammo. Usage of a banned gun will result in being removed from the game.**

Banned Guns: Rival Nemesis, Rival Perses, Proton Pack

Modified blasters must only fire ammunition which cannot cause harm under any reasonable circumstance. Allowance of modified guns are to the moderators' discretion. Please check your modified gun with the mods at registration. **Use of a modified blaster that has either not been checked by a moderator or has been deemed unsafe by a moderator will result in a warning. Continued use will result in being removed from the game.**

Socks:

Socks are permitted as weapons provided they are single unmodified socks. Socks must also be **clean** and not filled with anything, **including other socks**. Socks must be thrown, **not used for melee purposes**. You cannot use a limp sock to swat at zombies.

Zombies are allowed to temporarily hoard ammunition **given they haven't been stunned**. Otherwise, don't be a dick to the humans. Help the human pick up their ammo and return it to them. If you find ammo on the ground, pick it up and bring it to the mod cube.

Neither humans nor zombies may use any form of shielding. Anything worn by or carried in the player's hands counts as an extension of that player and may be tagged/stunned. **The one exception to this rule is that tagging a Nerf gun, no matter how long it is, does not count as a tag.**

Bikes: Zombies cannot tag anyone while on bikes (no zombie cavalry). Humans are not safe while on bikes - zombies can and will chase you down.

BANDANNAS

Humans wear their bandannas on one of their arms. Zombies wear their bandannas on their heads or neck.

You **MUST** wear your bandanna at all times when on campus or immediately off campus (i.e. 3rd street). The bandanna must be worn on the outermost layer of your clothing without anything covering the bandanna. Bandannas must be worn on the outermost layer and must be visible from 360°. **Tags by zombies without legal bandanna placement will be voided. Taking off your bandanna to gain an unfair in-game advantage is a bannable offense.**

SAFE ZONES

Humans are safe with either **they or the zombie tagging them have at least one foot within a safe zone**. A zombie in a safe zone cannot be stunned. Shots fired from within a safe zone into an area of play are legal (i.e. a human shooting from within Harper to a zombie standing outside of Harper on the quad.) Outlined below are the safe zones for the game. Since UChicago's campus is irregularly shaped, there are no clearly defined game boundaries.

Safe Zones:

- All academic buildings
- All dining halls. **excluding** the first floor of Bartlett, but **including** the rooms on the first floor of Bartlett (i.e. BARS and Bart Mart)
- The stairs immediately outside of Cathey dining hall
- All dorms*
- All house events, including study breaks, house meetings, and house trips, are safe plus or minus a 30 minute buffer.
- University sports or club events are safe so long as you are participating in or watching said event.

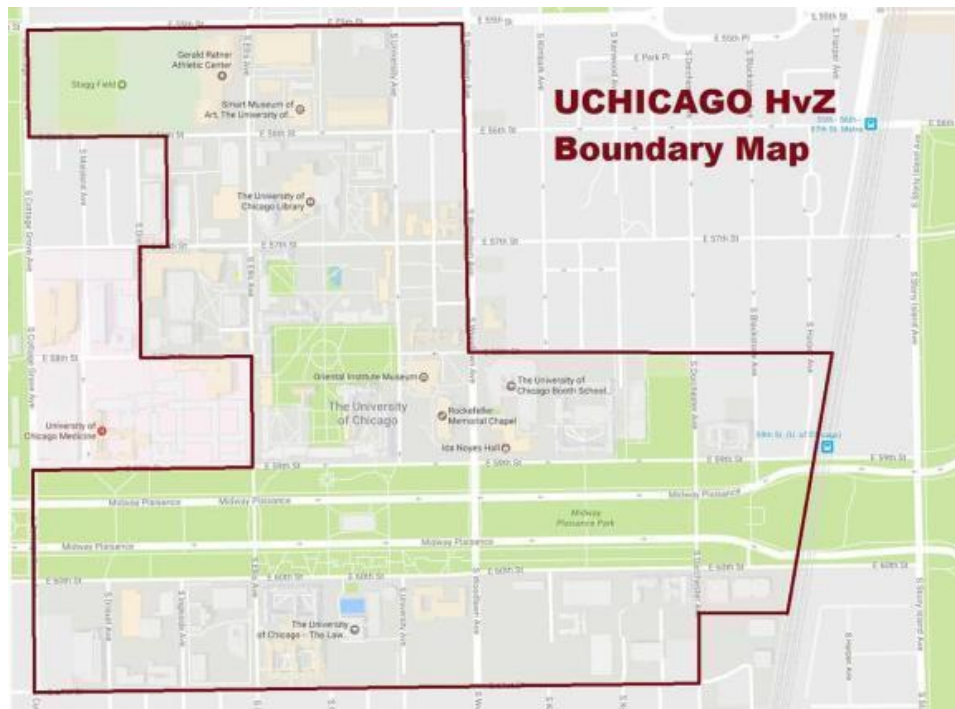
*If you would like to make your house an unsafe house, please speak to the mods about that process.

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 and stun** zombies out of these zones. Play in these areas is grounds for suspension or disqualification from the game. **Two major no-play zones are all vehicles, such as buses and shuttles, and the area around the hospital. The hospital has directly asked us to suspend all play around the area and to put away all guns. Violation of this rule will result in a permanent ban from the game.**

Buses and shuttles are complex areas of no-play. If one or more player is on the shuttle, gameplay begins as soon as it can be moved away from the normal operation of the shuttle. This means that all non-players have either departed from or gotten on the vehicle OR all players are approximately five feet away from the vehicle OR players on the vehicle have agreed to conditions for beginning gameplay, provided they are not getting in the way of non-players. **AVOID IMPEDING THE NORMAL OPERATION OF THE SHUTTLE.**

Map of Play Zone:



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 physically involved in the game. 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.