

GAME RULES

Mandatory Orientation: Mon, October 28th 7-8:30pm

Game Play: Tues, October 29th - Thur, October 31st

Humans vs. Zombies, or HvZ for short, is a game of tag on an epic scale. There are two teams: the Human Resistance and the Zombie Horde. Most players begin the game as Humans and a few brave volunteers begin as Zombies. Humans can defend themselves with Nerf blasters and thrown projectiles but if a Zombie manages to tag a Human, that Human is now a Zombie too!

This game is played using the honor system! Please do not switch your card back to a human once turned into a zombie.

The Moderator

Eva Daliana | dalianae@sou.edu | (541) 553-7233 | Located in the Student Recreation Center

The Objectives

- Zombies try to turn all the Humans by tagging them.
- Humans try to survive for the entire duration of the game.

Eligibility to Play

- You **MUST** attend the orientation on Monday, October 28th 2019.
- You must sign and return the Assumption of Risk waiver at orientation.
- Any projectiles or blasters must be approved by the moderator with a colored zip tie.

Game Mechanics: How to Play

Stunning a Zombie:

- Humans may stun a Zombie by hitting them with an approved projectile. A stunned Zombie must place their headband around their neck. Zombies become unstunned after 15 minutes.
- A stunned Zombie may not interact with the game in any way. This includes shielding other Zombies from bullets, continuing to run toward a Human, or providing information to the Horde.

- If shot while already stunned, the Zombie's stun timer is not reset back to 15 minutes.
- If a stunned Zombie encounters Human players, they should raise one hand and identify themselves as stunned.
- Excessive gameplay interaction when stunned may result in disciplinary action.

Tagging a Human:

When tagged by a Zombie, a Human becomes a zombie and is required to flip their index card to the side that says "Zombie"

Tags:

A tag is a firm touch to a Human, including any items on their person. (Keep in mind where an appropriate place to tag a Human is. Use good judgment; any violation of this rule is against game guidelines as well as disrespectful, and will result in removal from the game at a minimum).

Starting/Original Zombies:

The starting Zombies are the players that willingly start the game as a Zombie.

Safety Rules

Rules created for the safety of all players are strictly enforced. Violation of safety rules may result in **removal and ban from the game.**

Common Sense: If something seems excessively dangerous, don't do it.

Stairs:

- Be careful on stairs. Be conscious of other people also on the stairs.
- Stairs are safe for Humans. Humans are considered safe as long as they have at least one foot on the stairs.
- Zombies can be stunned on stairs.

Vehicles:

- Do not use vehicles.
- Do not play near moving vehicles.

- Players on/in vehicles are outside of the game. They cannot be tagged or stunned, and cannot stun or tag.

Do not under any circumstances attempt to engage someone who isn't a player.

Equipment Rules

Any object used for the purpose of gameplay (blasters, socks, etc...) for Humans vs. Zombies is considered Equipment.

Common Sense: If something seems inappropriate, don't use it.

Blasters

- All Nerf blasters must be inspected and approved by the moderator before the game at orientation. Approved blasters will be marked with a zip-tie as proof that they've been inspected.
- No realistic looking weaponry.
- Try to keep game equipment out of the way and not prominently visible when inside. Put away game equipment as requested. | Projectiles must not hurt on impact. (If you're not sure about this, ask the moderator).

Index Cards

- One side says "Human" and one side says "Zombie"
- Must be worn at all times during the game
- Wear the card on the appropriate side whether you are a human or a zombie
- This game is played using the honor system! Please do not switch your card back to a human once you are turned into a zombie.

Safe Zones (Game is not live in these areas)

Players may flee to a Safe Zone-Humans in Safe Zones cannot be tagged. Humans are considered safe if they have at least one foot

**inside the Safe Zone. Humans may fire out of a Safe Zone to stun
Zombies.**

- Dorm Rooms (Greensprings, Shasta, McLoughlin, Family Housing, Madrone)
- Bathrooms
- Academic Buildings
- Hannon Library
- Heath and Wellness Center
- Student Recreation Center/Lithia Motors Pavilion
- Dining Halls (Hawk and Stevenson Union)
- Athletic Practices

No-Play Zones

No-Play Zones are places where your safety outweighs the context of the game. No-Play Zones are out of play and no one can be tagged or stunned within them. If you are in one, you should exit immediately. Players may NOT flee into a No-Play Zone to escape pursuing players.

- Moving vehicles.
- Crosswalks: If you enter a crosswalk you must cross to the other side. You may not shoot into or out of a crosswalk. Zombies may not tag Humans that are crossing a crosswalk.
- Construction zones plus the additional 5 feet surrounding a construction zone.
- Fire escapes.
- During fire drills. When there are people sent outside to wait, the group is in a No-Play Zone until everybody has dispersed.
- Around emergency vehicles.
- Outside the game boundaries.
- Jobs, labs, and classes which take place outdoors.

Game Boundaries



Nerf Devices, Equipment, and Projectiles

- All blasters must be checked at orientation. Approved devices will be marked as such by a zip-tie.
- Projectiles must not hurt on impact.
- Nerf blasters can not fire anything except their intended projectiles such as darts or balls.

Specifically banned game devices:

- **The following blasters are banned for campus safety reasons** as their appearance resembles a real firearm:
 - Nerf Centurion
 - Buzzbee Snipe
 - Buzzbee Rangefinder
 - Any blaster from the brand Xplorer.
 - BoomCo. Halo MA5 Blaster (That big airpowerd blaster)
 - Brainsaw
 - Crosscut
 - The Dude Perfect bow
 - The Rotofury is banned in its stock form.
 - Barrel Attachments

- **Allowed Darts:** Darts not on this list may not be used for play in HvZ.
 - Nerf Elite + Elite reskins
 - Nerf Streamline + Streamline reskins
 - Nerf Suction
 - Nerf Whistler (not allowed in blowguns)
 - Nerf MEGA (not allowed in blowguns)
 - Buzzbee
 - BoomCo
 - “Waffle” Darts
 - Koosh Darts
 - All stock non-dart foam projectiles (Titan rocket, bow arrows, rival rounds, etc...)

Note: It's a good idea to label your darts. This can help you recover them after use.

- **No Items balled up in or inside of socks.** Socks may only contain other socks.
- **Socks must be clean.** Socks must be thrown by hand; they can be modified, but only by adding more socks.
- No jumbo or mini marshmallows. Only regular sized marshmallows are allowed.
- No duck blinds, deer blinds, or hunting equipment such as ghillie suits, crossbows, fake weaponry and camouflage.

All ammunition must be cleaned up by whoever fired it. Don't leave darts, marshmallows, and socks lying around. Be respectful of campus—ours is a beautiful one, let's keep it that way.

Costumes

Costumes are permitted (and encouraged!), but they must not be alarming to the public. For safety reasons, the following rules will be enforced:

- **No face masks or face coverings.**
- Camouflage may not be worn in bushes. No FULL camo is allowed.
- No Ghillie suits.
- Costume must be non-threatening.
- The costume may not contain banned weapons or devices, even for looks.

Rule Violations

In the case where a rule has been violated, the moderator will make a decision on the appropriate course of action.

Most of the time, this is simply a warning or nothing at all. For more serious occurrences, the Moderator will meet to discuss the issue. Possible responses include, but are not limited to:

- Verbal notice.
- Written notice.
- Action nullification (i.e. tag or stun doesn't count).
- Temporary removal from the game
- Banned from the current game.
- University is contacted and notified.

If there is a real emergency, call 911. For game-related, non-emergency help please email Eva Daliana at dalianae@sou.edu, or call at 541-552-7233.

Finally, be fair, have fun, and be kind to each other. This is a game, and only a game! If at any time you think you are violating this rule, stop and think about it. If something seems unfair, it probably is. If it seems un-fun, then something is probably wrong. This is a game, and games are

**meant to be fun. Try and play the game in a way that makes
it good for everyone involved. Don't be selfish. And lastly,
HAVE FUN!**