# HUMANS VS ZOMBIES

## At Georgia Tech

Complete Rules

Last Revised: April 2, 2018

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# 1. GENERAL RULES

## 1.1. Rule 1: Don't Be A Jerk
1.1.1.   Humans vs Zombies (HvZ) is, at its core, just a game.
1.1.2.   Examples of being a Jerk include, but are not limited to:
    1.1.2.1.   … verbally harassing players.
    1.1.2.2.   … misinforming players of the rules.
    1.1.2.3.   … attempting to obscure your faction identity.
    1.1.2.4.   … obscuring your face with any object.
    1.1.2.5.   … non-compliance with an Admin.
    1.1.2.6.   … any action that puts anyone, player or non-player, in harm's way.
    1.1.2.7.   … disruption of academic activities and examinations.
1.1.3.   Please contact an Admin if you are unsure about what constitutes being a Jerk.

## 1.2. The Law and School Rules
1.2.1.   All laws and school rules supersede our rules.
    1.2.1.1.   Any player found breaking either will be treated as breaking HvZ rules.
1.2.2.   Obey the commands of any Law Enforcement Officer swiftly and without complaint.
    1.2.2.1.   If any Law Enforcement Officer confronts a player or Admin, all play in the area immediately ceases until the situation is resolved.

## 1.3. Medical Emergencies
1.3.1.   If any player or non-player experiences a medical emergency:
    1.3.1.1.   … all play in the area ceases.
    1.3.1.2.   … ensure the safety of all personnel.
    1.3.1.3.   … immediately call 911 if the injury requires immediate medical assistance.
    1.3.1.4.   … report the incident to the Admins as soon as reasonably possible.
1.3.2.   Any needlessly reckless action, such as body slamming, tripping, etc., will NOT count towards tags or other rewards.

## 1.4. Rules Violation
1.4.1.   If you find any player in violations of the rules, regardless of faction:
    1.4.1.1.   … politely inform the player they are breaking the rules.
    1.4.1.2.   … give the player a chance to rectify the situation.
    1.4.1.3.   … continue playing the game.
    1.4.1.4.   … inform the Admins if the player is uncooperative.
1.4.2.   Admins may enact punishment upon rule breakers, including but not limited to:
    1.4.2.1.   … stunning Zombies.
    1.4.2.2.   … revoking HvZBucks.
    1.4.2.3.   … zombifying Humans.
    1.4.2.4.   … removing players from the game.
    1.4.2.5.   … referring players to the proper authorities.
1.4.3.   Admins CAN and WILL ban players found to be intentionally breaking the rules.

# 2. PLAYERS

## 2.1. Humans
2.1.1.   … are the default starting faction for players.
2.1.2.   … must wear a single yellow bandana on the upper arm or upper leg.
2.1.3.   … may stun Zombies using approved stunning implements.
    2.1.3.1.   … must carry their Player ID Card at all times.

**2.2. Zombies**

    2.2.1.    … are the second faction for players.

    2.2.2.    … are created when Humans are tagged by Zombies

    2.2.3.    … must wear a yellow bandana on their forehead when unstunned and around their neck when stunned.

    2.2.4.    … may tag Humans and turn them into Zombies.

**2.3. Starting Zombies**

    2.3.1.    … are players who volunteer to start the game as Zombies.

    2.3.2.    … are determined by application by the Admin team.

    2.3.3.    … are either:

        2.3.3.1.    Alpha Zombies (AZ)

            2.3.3.1.1.    … appear as normal Zombies.

            2.3.3.1.2.    … may have reduced stun timers.

        2.3.3.2.    Original Zombies (OZ)

            2.3.3.2.1.    … wear their bandana as a Human.

            2.3.3.2.2.    … may still be stunned, but do not have to move their bandana.

            2.3.3.2.3.    … are NOT required to respond to Special Requests as detailed in 8. Special Requests.

    2.3.4.    The specifics of which systems are being used may be released prior to game week.

**2.4. Admins**

    2.4.1.    … run all aspects of the game.

    2.4.2.    … wear black and white checkered bandanas.

    2.4.3.    … are neither Humans nor Zombies.

    2.4.4.    … have final say on all decisions of the game.

        2.4.4.1.    If you have an issue with a call made by an admin during the game, email the admins.

    2.4.5.    … can be contacted at [hvzgatech@gmail.com](mailto:hvzgatech@gmail.com).

**2.5. Non-Players**

    2.5.1.    … are any person not affiliated with the game.

    2.5.2.    … have just as much right to the campus as we do.

    2.5.3.    … must be permitted safe passage through any HvZ activity.

    2.5.4.    … must NOT be solicited to interact with the game in any way, including but not limited to:

        2.5.4.1.    … acting as a meat shield.

        2.5.4.2.    … acting as a scout or lookout.

        2.5.4.3.    … retrieving food for a player.

    2.5.5.    … may sometimes break the rules without knowing. If this occurs:

        2.5.5.1.    … inform them of the rule.

        2.5.5.2.    … continue playing the game.

# 3. PROVIDED EQUIPMENT

**3.1. Bandanas**

    3.1.1.    … are the universal symbol of Humans vs Zombies.

        3.1.1.1.    A person without a yellow or checkered bandana is to be treated as a non-player.

    3.1.2.    … must NOT be worn in a way that obscures their face, their bandana or their faction.

    3.1.3.    … must be worn unless in a No Play Zone, dormitory building, classroom or scheduled academic activity.

        3.1.3.1.    Zombies may remove their bandana at any time but are immediately stunned upon putting the bandana back if not in an aforementioned location.

3.1.3.2.	bandanas may be removed temporarily so they may be adjusted or other similar actions without repercussions.

3.1.3.3.	Contact the Admins immediately if a situation occurs where you need to remove your bandana in a non-aforementioned situation.

3.1.4.	… must be removed when leaving Georgia Tech's campus.

3.1.5.	… may be picked up from the Admin table the week before the game starts.

### 3.2.	Player ID Cards

3.2.1.	… are used to identify Humans for missions and tags.

3.2.2.	… include the player's name and their HvZ ID Number.

3.2.3.	… can be found under the [Profile Tab](#) on the HvZ Website.

3.2.4.	… must be carried by Humans at all times.

3.2.5.	… must be surrendered by Humans only to a Zombie that tags them or to an Admin.

## 4.	BOUNDARIES OF GAMEPLAY

### 4.1.	General

4.1.1.	Locations are designated as either a No Play Zone, a Safe Zone, or a Play Zone.

4.1.2.	Gameplay occurs Monday through Friday of Game Week, 7AM to 11PM and on Saturday during the finale time slot.

4.1.2.1.	Players cannot be stunned or tagged outside of gameplay times, except by having been engaged during gameplay times.

4.1.3.	[A map of the game boundaries can be found here.](#)

### 4.2.	No Play Zones

4.2.1.	… are locations or events on campus that do not exist for gameplay related purposes. Forbidden actions include, but are not limited to:

4.2.1.1.	… going through to access a Safe Zone or alternative path.

4.2.1.2.	… entering to avoid or chase players.

4.2.1.3.	… acting on or sharing any information gained looking into or while inside.

4.2.1.4.	… camping within 10 feet of entrances or exits.

4.2.1.5.	… interacting with the game while inside.

4.2.2.	Players in a No Play Zone may remove their bandana.

4.2.3.	No Play Zones include:

4.2.3.1.	… all Greek and religious buildings and properties.

4.2.3.2.	… all ROTC events and areas.

4.2.3.3.	… all athletic events and areas.

4.2.3.4.	… Marching Band.

4.2.3.4.1.	Following the Marching Band, all Humans leaving SAC Fields are considered No-Play until they enter a Safe Zone. The Humans becomes in-play once they leave the Safe Zone.

4.2.3.5.	… any form of wheeled transportation.

4.2.3.6.	… all out-of-class required academic events.

4.2.3.7.	… fire alarms or other mandatory evacuation areas.

4.2.3.8.	… all athletic fields and facilities.

4.2.3.9.	… any construction area.

4.2.3.10.	… the Library.

4.2.3.11.	… the CRC.

4.2.3.12.	… Dramatech.

4.2.3.13.	… the SAC Fields.

4.2.3.14.	… Klaus Parking Deck.

4.2.3.15.	… the CULC Roof.

4.2.3.16.　… Stamps Health Center.

4.2.3.17.　… any active traffic.

4.2.3.18.　… the President's house and property.

4.2.3.19.　… GTPD buildings and property.

4.2.3.20.　… any restricted area

4.2.3.21.　… any location off campus.

4.2.3.21.1.　The boundaries of campus are defined as 10th Street to North Ave and Tech Parkway/Northside Dr to I-75/85 on the GT side of all fences. Tech Square is out of play.

### 4.3.　Safe Zones

4.3.1.　… are locations or events where players may still interact with the game, but:

4.3.1.1.　… Humans cannot be tagged.

4.3.1.2.　… Zombies cannot be stunned.

4.3.2.　Safe Zones include:

4.3.2.1.　… all buildings unless listed as a No Play Zone.

4.3.2.2.　… all outside academic events.

### 4.4.　Play Zones

4.4.1.　… are all outside locations on campus not noted as a No Play Zone or Safe Zone.

4.4.1.1.　If the location can be accessed without going through a door, it CAN be a Play Zone. Examples include:

4.4.1.1.1.　Binary Bridge

4.4.1.1.2.　The 2nd Floor and part of the 3rd Floor of West Village balcony.

4.4.1.1.3.　The outside section of Skiles.

### 4.5.　Entering or Leaving Campus

4.5.1.　Humans must leave or enter campus using the most direct path. For example:

4.5.1.1.　… a player going to or from North Ave must cross at Techwood and North Ave.

4.5.1.2.　… a player going to or from Tech Square must cross the 5th Street Bridge.

4.5.2.　Humans must NOT leave campus while being chased by unstunned Zombies.

4.5.3.　Players must remove their bandana once they have left campus.

### 4.6.　Transportation

4.6.1.　… is defined as any vehicle using wheels or other mechanisms to transport objects, including but not limited to cars, buses, bikes, skateboards, Heelys, quadcopters, and hoverboards.

4.6.2.　All Players may use transportation for entering or leaving campus.

4.6.2.1.　In such a case, the transportation acts as an edge of campus and the player must remove their bandana.

4.6.3.　Only Zombies may use transportation for moving between two locations on campus, in which case they are limited to only Georgia Tech public transportation.

4.6.4.　While utilizing any transportation, players are treated as in a No Play Zone. Players must comply with all No Play Zone rule, especially:

4.6.4.1.　… must NOT change their final destination because of information gained while on the transportation.

## 5.　STUNNING (AMENDED 4/2/18)

### 5.1.　General

5.1.1.　A "stun" occurs when all of the following occur:

5.1.1.1.　… a Human throws or launches an approved stunning implement while in a Play Zone.

5.1.1.2.     … an Unstunned  Zombie is hit on their person or attached personal effects by that implement.

5.1.1.3.     … the Zombie has BOTH feet in a Play Zone for at least 3 seconds.

5.1.1.4.     … the stunning implement is not thrown through a window or off a balcony.

5.1.1.5.     … the stunning implement does not hit the ground, come to rest, or otherwise before hitting the Zombie.

5.1.1.5.1.     A stunning implement that hits a wall or another Zombie is still live.

5.1.2.   A Zombie may stun themselves at any time.

## 5.2.   Stunned Zombies

5.2.1.     … must immediately raise their hands above their head until they can place their bandana around their neck.

5.2.2.     … must immediately remove themselves from any active engagement.

5.2.3.     … must NOT attempt to follow or interfere with Humans, except while following Humans during a mission.

5.2.3.1.     During a mission, all Stunned Zombies following Humans must remain as one group and must not disperse until unstunned.

5.2.4.     … must only share knowledge they knew prior to being stunned.

## 5.3.   Stun Timers

5.3.1.     … are the duration for which Stunned Zombies must remain stunned.

5.3.2.     … begin the moment a Zombie is stunned.

5.3.3.     … may change each day and are detailed under the Announcements Tab on the HvZ Website.

5.3.4.     The moment a Zombie realizes their Stun Timer is up, they must either:

5.3.4.1.     … immediately place their bandana back on their head, becoming an Unstunned Zombie.

5.3.4.2.     … reset their Stun Timer to full duration.

# 6.   APPROVED STUNNING IMPLEMENTS

## 6.1.   General

6.1.1.   Approved Stunning Implements can fall into two categories, Thrown or Launched. See below for additional rules for each.

6.1.1.1.     An implement can be either thrown or launched if it fulfills both criteria.

6.1.2.   An implement must NOT:

6.1.2.1.     … be a melee weapon.

6.1.2.2.     … be a ball-in-chain or implement connected to tether.

6.1.2.3.     … have any method that controls the implement after launch.

## 6.2.   Thrown Stunning Implements

6.2.1.     … must NOT cause pain.

6.2.2.     … must be made of soft materials.

6.2.3.     … must be thrown hard enough to be felt under a light jacket.

6.2.4.     … must only be thrown one-at-a-time per hand.

6.2.5.   Examples of acceptable thrown implements include:

6.2.5.1.     … Fresh Regular or Jumbo-Sized Marshmallows.

6.2.5.2.     … Clean Sock Balls.

6.2.5.3.     … Soft Foam Items.

6.2.6.   Examples of forbidden thrown implements include:

6.2.6.1.     … mini-marshmallows.

6.2.6.2.     … darts, rounds or other implements intended for use in a blaster.

6.2.6.3.     … grenade-like objects made of plastic or other hard material.

### 6.3. Launched Stunning Implements

6.3.1. … must only be made of soft foam, rubber, fabric or foodstuff.

6.3.2. … must be launched from an approved blaster.

6.3.3. … must only be launched one-at-a-time per barrel, except from barrels with minimum internal diameter not more than twice the diameter of the stunning implement.

6.3.4. Examples of acceptable launched implements include:

6.3.4.1. … fresh marshmallows, including mini marshmallows.

6.3.4.2. … clean sock balls.

6.3.4.3. … soft blaster darts or rounds.

6.3.4.3.1. Only reductions and cosmetic modifications are allowed.

6.3.4.3.2. Average mass must be less than 110% the mass of darts or rounds used for FPS testing.

6.3.5. Examples of forbidden launched implements:

6.3.5.1. … full vinyl jacket darts or rounds.

6.3.5.2. … Buzz Bee darts.


### 6.4. Blasters

6.4.1. … are any device used to launch Launched Stunning Implements.

6.4.2. … must be approved and registered with the Admins before they may be used or openly carried.

6.4.2.1. This can be done at Player Meetings, at the sign-up table or at the first mission's sign in location PRIOR to the start time.

6.4.2.2. Approval of a blaster requires acknowledgement and signing of the Blaster Rules.

6.4.2.3. Approval may be denied at Admins' discretion.

6.4.2.4. Previously registered blasters must be inspected every subsequent game.

6.4.3. … must comply with FPS limits for the type of stunning implement launched:

6.4.3.1. ½" ø darts: 130 FPS measured with 1.3-gram-average darts.

6.4.3.2. ¾" ø darts or balls: 130 FPS measured with 2.5-gram-average darts or balls.

6.4.3.3. BOOMCo darts: 90 FPS measured with Mattel brand-name darts.

6.4.3.4. Anything not described above: Admin discretion.

6.4.4. … must NOT be powered by pneumatic systems that are not hand-pumped.

6.4.5. … must have either:

6.4.5.1. … a rate of fire less than 20 Hz (20 stunning implements per second), or

6.4.5.2. … a rate of fire less than $20\,Hz * (FPS_{max}/FPS_{test})^2$ where $FPS_{max}$ and $FPS_{test}$ are derived from 6.4.3.

6.4.6. … must NOT have a capacity in excess of 200 stunning implements.

6.4.7. … must be marked with reflective tape provided by the Admins

6.4.8. … must NOT be operated autonomously or remotely.

6.4.9. … must NOT use any light sources for the purpose of targeting or illumination.

6.4.10. … must have the appearance of a toy.

6.4.10.1. The primary colors of such a blaster, and any detachable ammunition storage, must remain bright, saturated "toy-like" colors.

6.4.10.2. An orange tip MUST be maintained and unobstructed.

6.4.11. While using a blaster, a player:

6.4.11.1. …must store the blaster in a bag or other non-holster container while not in a Play Zone if the blaster has the profile of a firearm (pistol grip, trigger, optic sight, etc.).

6.4.11.1.1. Players may walk into or out of Play Zones while wielding a blaster but must store the blaster as soon as they leave the Play Zone.

6.4.11.1.2. Players must NOT loiter around entrances to Play Zones openly wielding a blaster. Players must only pull out their blaster if they plan to enter Play.

6.4.11.1.3. Players must NOT use their blaster until they have been in a Play Zone for 3 seconds.

6.4.11.2. … must NOT point the blaster's muzzle at non-players.

6.4.11.3. … must keep their fingers off any trigger or launching mechanism until they are ready to launch.

6.4.11.4. … must ensure that missed shots do NOT hit non-players.

6.4.12. We highly recommend players carry auxiliary thrown stunning implements for use entering Play Zones, during class changes, around busy walkways.

6.4.13. Due to the importance of these rules to the safety of the game, any player found using a blaster in an irresponsible manner will be barred from using a blaster and may be suspended from the game or reported to the appropriate authorities.

# 7. TAGGING

## 7.1. General  (Amended 4/2/18)

7.1.1. A "tag" is when a Zombie firmly touches a Human with a hand on an appropriate part of the Human's body, NOT including personal effects and blasters.

7.1.2. A Human can be tagged when:

7.1.2.1. … the Zombie has BOTH feet in a Play Zone for at least 3 seconds.

7.1.2.2. … the Human has BOTH feet in a Play Zone for at least 3 seconds.

7.1.3. Humans who have been tagged must surrender their Player ID Card to the Zombie who tagged them.

## 7.2. Reporting Tags

7.2.1. … must be done on the [Report Kills] tab on the website to receive credit.

7.2.1.1. This is done by entering the new Zombie's ID number in the Player Code form.

7.2.2. … must be done within 3 hours of the tag and before 12:00 AM.

7.2.2.1. If a tag is not reported in time, the tag is considered invalid and the player is resurrected.

7.2.2.2. If a new Zombie tags another Human within the 3-hour period or signs into a Zombie mission, they forfeit their right to resurrection.

## 7.3. Incubating Zombies

7.3.1. … are newly tagged Zombies.

7.3.2. … must act as a Stunned Zombie.

7.3.3. … receive a Stun Timer of 1 hour.

7.3.4. … may ask an Admin to reduce their Stun Timer to regular duration to play in a mission.

# 8. SPECIAL REQUESTS

## 8.1. General

8.1.1. Players are able to make Special Requests of the other faction.

8.1.2. Players must comply with Special Requests to the best of their abilities.

8.1.3. Players must NOT use Special Requests as a way to hamper the other faction.

## 8.2. "Stun Timer?"

8.2.1. Zombies must report how long they have remaining on their stun timer.

## 8.3. "Earshot!"

8.3.1. Players must give 15 feet of space to allow for conversation without being overheard. Only applicable in Safe Zones.

8.3.2. Humans cannot use this as a way to escape Zombies.

## 9. MISSIONS

### 9.1. General
9.1.1.    Missions are events hosted by the Admins through the week where the Humans and Zombies compete to complete a set of objectives.
9.1.2.    Missions offer rewards towards players and factions who attend and achieve objectives, including but not limited to:
    9.1.2.1.    … HvZBucks.
    9.1.2.2.    … Unstun Tokens
    9.1.2.3.    … assistance in further missions.
    9.1.2.4.    … achievements.
    9.1.2.5.    … stun timer reductions.
    9.1.2.6.    … antidotes.
9.1.3.    Mission details, including time and sign in location, are posted under the Missions Tab on the Website prior to the mission.
9.1.4.    Zombies are not allowed inside Mission Related Buildings, which may be defined in the mission details.

### 9.2. Mission Credit
9.2.1.    ... is awarded to players who participate in missions.
    9.2.1.1.    Players who leave before halfway through the mission may not receive mission credit.
9.2.2.    … is awarded to players who attend a Player Meeting. Player meetings are held the week before game week. Check the HvZ Website for times and locations.

### 9.3. Finale
9.3.1.    The week ends with a final mission on the weekend to determine which faction "wins".
9.3.2.    Players must have 3 mission credits, including 1 from Thursday or Friday, to qualify to play in the finale as Human.

## 10. AWARDS

### 10.1. HvZBucks
10.1.1.    … are the currency used in the game to reward actions by players.
10.1.2.    … are non-transferable.
10.1.3.    … may be awarded to players dependent on the completion of mission objectives.
10.1.4.    … can be spent of a variety of awards that may or may not affect gameplay.
    10.1.4.1.    Details as to what can be bought may be announced during the evening announcements.
10.1.5.    … totals are found under the Profile Tab on the Website.

### 10.2. Antidotes
10.2.1.    … are rewards that can be granted to Humans.
10.2.2.    … can be used to as an "extra life" when a Human is tagged.
10.2.3.    … act like Player ID codes, which must be surrendered upon being tagged.
10.2.4.    … are non-transferable.

### 10.3. Unstun Tokens
10.3.1.    … may be awarded to Zombies who return LOST or ABANDONED stunning implements.
10.3.2.    … are awarded at a rate of 20 Launched Stunning Implements per Token.
10.3.3.    … may only be redeemed in-person to an Admin, who may deny redemption at their discretion.
10.3.4.    … reduce their bearer's Stun Timer to zero when successfully redeemed.
10.3.5.    … are non-transferable.