

# HvZ Winter 2010 Official Rules

## Overview

Humans vs. Zombies is a game of tag. All players begin as humans, and some are randomly chosen to be the "Original Zombies". The Original Zombies tag human players and turns them into zombies. The zombies can then tag other humans. Humans can defend themselves by using approved weapons (see the weapons section) to stun zombies. The game is played over approximately a week on campus played between classes and at night.

Special missions will be run to add flavour to the game and lead to interesting situations.

## Objectives

The humans' aim is to survive the zombie outbreak. Individual games have their own storylines and will give humans an opportunity to win. However, the humans must survive for long enough to take advantage of that opportunity.

The zombies' aim to wipe out the humans. They will win if all humans are turned into zombies.

Individual players can receive special awards and rankings for exceptional performance as a human or as a zombie. In addition registered squads will be eligible for another set of special awards.

## Moderators/Referees

The venerable moderators and referees are running the game. They are in charge of administering justice and upholding the rules of the game. Any decision made by a moderator or a referee can only be overturned by a council of mods or by executive action. Moderators will endeavour to make the best judgement calls they can, in accordance with what they think is a fair and reasonable interpretation of the rules. If a player is unhappy with a moderator decision, it is up to them to locate and consult the other moderators or executives. In the meantime, the original decision holds. Most situations are accounted for in the rules below, but if anything happens which doesn't seem to have a ruling associated with it, mods should be consulted, and in the meantime you should follow the two golden rules.

A majority of the moderators can overrule any of the following rules to make specific exceptions on a case by case basis. These do not set a precedent and will not be considered global rules.

In exceptional circumstances, a majority of the moderators can introduce new global rules or change existing rules for all players for the game in progress. This is to be avoided and should only be used if major safety issues or major game balance issues arise.

# The Rules

These rules are taken very seriously. The moderators reserve the right to ban any player who breaks any rule for the duration of the game. Moderators will be on call 24/7 during the game to deal with any issues that may arise.

## The Golden Rules

1. Don't be a douchebag:

- Follow the rules;
- Respect the moderators;
- Be reasonable;
- Be sensible;
- Talk respectfully to other players when discussing some manner of controversy;
- This list is not exclusive and this rule applies to all situations in the game. (This is the most important part of this rule. Things we haven't thought of, but which might come up. In this case, remember rule one.)

2. Be safe:

- Don't do anything dangerous, like climbing trees, jumping off rooftops, running onto roads without looking, using grappling hooks, etc;
- Behaviour which endangers any player or bystander will not be tolerated.

## Signup Rules

The club is aimed towards students of the ANU, but non students can join the club at any time.

Students will be full members of the club, whilst non ANU students will be affiliate members.

Anyone can sign up to be a member of the club through the website.

To play any game of Humans vs Zombies run by the club, you must be a member. Sign up to play the game can be done through the website, though to play, you will have to attend a compulsory safety meeting and pay the game fee. You will receive a bandanna and a game card.

Players must be over the age of 16 on the first day of the game in question.

## Squads

Squads are groups of humans who have chosen to work together in a formal way. Squads will be given their own subforum on the website, where they can discuss their plans. They will also be eligible for any squad awards. A squad can be themed, if its members so desire. Squads can be public (open for anyone to join) or private (a closed group of friends or people with a specific quality).

Rules pertaining to squads are as follows:

- A squad **MUST** have five or more members to register as a squad.
- A squad **MUST** have a leader, who is also a point of contact between the squads and the moderators.
- A squad **MUST** be registered on the website as a squad to be eligible for awards, etc.

- Once the game begins, squads CANNOT change membership.
- A player CANNOT be in multiple squads.
- Squads should have appropriately awesome names.

## Tagging Rules

Humans vs Zombies is primarily a game of tag. The zombies must tag the humans, and when a human is tagged they will become a zombie. The humans can defend themselves by “stunning” a zombie with various approved weapons, which will be explained in more detail in the weapons section.

A tag must be a full zombie palm to any part of the human's body. Anything attached to or worn by the human is part of the human's body. This includes any weapons or any clothing attached to said human. Harassment will be taken very seriously. Zombies should be careful where they put their hands when tagging a human. Also, a tag must not be too hard.

Similarly a human must only stun a zombie using an approved weapon. The zombie's body extends to all things attached to it. If a zombie has been stunned at the same time as tagging a human, the tag does not count and the zombie is stunned. Avoid headshots. They still count, but make an effort to target other parts of their bodies instead.

Therefore, a tag will be invalid if:

- The tagging zombie had been stunned before the tag;
- The tagging zombie was simultaneously stunned;
- The tag was too forceful;
- The tag was inappropriate for any reason.

If a tag dispute arises it must be resolved in the following manner:

- Both players must be courteous;
- Both players must attempt to resolve the dispute between themselves;
- If no resolution is possible then a moderator must be consulted;
- The decision by the moderator may take factors beyond those listed explicitly listed in the rules into account when making their decision and may be an exception to a rule;
- A decision by a moderator is final and must be fairly accepted by both players, however their decision is only in reference to that particular tag. Any other tags done after the dispute is raised are up to the judgement of the moderators and it is advised that humans move to a safe zone to dispute a tag.

When a human is tagged, they must give their game card with their name and code on it (which humans must carry with them at all times) to the zombie who tagged them. The zombie must then attempt to log this tag online within one hour. In the meantime, the human becomes a turning zombie (essentially a stunned zombie) for one hour, and at the end of this hour, they become a zombie. During this time they must wear their bandanna around their neck.

When a zombie is stunned by a human, they are stunned for ten (10) minutes, and must place their bandanna around their neck. After this time, they can return to being an active zombie, and place their bandanna back around their head. A stunned zombie cannot tag humans, but they can move around freely. They are not allowed to act as shields for active zombies, and they must get out of the way of any conflicts.

A human may reset a zombie's stun time by stunning them again, even if they are already stunned.

Bandannas are used to show a player's status in the game.

## Zoning Rules

In this game there are a number of zones. In a human safe zone, a human cannot be tagged. In a zombie safe zone a zombie cannot be stunned. A full safe zone is both a zombie safe zone and a human safe zone. In a full safe zone, weapons cannot be used.

Specific zones are:

- Play Zone: Normal playing of the game can occur in this zone. The Play Zone in the game is everywhere on ANU campus, with the following exceptions.
- Indoor Zone: Inside buildings, the game cannot be played, and this is a full safe zone.
- Eating Zone: Outdoor eating/drinking/cafe areas are full safe zones, though using them is strongly discouraged. If possible, avoid eating in these areas, as they are contentious.
- Door Zone: Door zones exist for two metric metres in every playward direction from a passable door. The door must lead from an Indoor Zone to a Play Zone. A passable door will be defined as a door through which the human in question can prove that they are able to exit and enter.

Door zones ARE human safe zones. They are NOT zombie safe zones. Humans can shoot their blasters from within door zones. They cannot shoot backwards into the Indoor Zone, and zombies in the indoor zone behind them are safe until they fully enter the door zone.

Humans must be fully in the door zone to be safe and able to shoot their blasters.

NOTE: Don't stand on the very edge of the door zone on purpose. Doing so will be considered breaking rule 1.

NOTE: It is illegal to block the entrance to a public building. Players must let people past.

- Edge Zone: Exists approximately 15m from the edge of campus. This is a human safe zone.

It MUST NOT be used unless legitimately entering or exiting campus. Humans found loitering in edge zones by moderators will be given an ultimatum sufficient to move them back onto campus. Please save moderators the trouble and move back onto campus without being asked.

- Out of Bounds: Anywhere not on ANU campus is out of bounds. The game cannot be played here. We discourage people from leaving ANU campus during the game unless they have a reasonable excuse. Such excuses include going home, and going to work off campus.

Zombies entering campus by foot are stunned for 5 minutes from when they step from the edge zone onto ANU grounds AND put their bandannas on (whichever happens last is the start of the five minutes). This is to stop them loitering off campus and following humans onto campus. For rules about vehicles, see the vehicles section.

- College Zoning rules: Colleges will be considered out of bounds, as per the above description. Daley road will be considered the boundary (with the obvious exceptions of Unilodge and Fenner Hall). Daley road and a two metre strip on either side of the road will be considered an Edge Zone.

## Clothing / Bandannas

A player's bandanna marks their status in the game:

- Around the head: Active zombie
- Around the arm: Active human

- Around the neck: Stunned zombie OR Turning human (either way they'll be an active zombie soon enough)

The bandannas in this game will be yellow. Therefore, it is reasonable to ask players to not wear a yellow shirt of the same shade if they are human, as the bandanna would be too hard to see. Also, for the sake of creating less confusion, the only bandanna to be worn during the game by any of the players is to be the game bandanna. This means, you are not allowed to wear other bandannas in addition to the game bandanna, during the game.

More generally speaking, a player's bandanna cannot be concealed or obstructed from view in any way. Your bandanna must be visible.

Players must wear their bandanna at all times. There are exceptions to this rule, but they are strict.

They include:

- Sleeping;
- Club Sport;
- Working;

Be reasonable about this, classes do not count as work. Those working on campus should wear their bandannas on their way to work, and take them off when they get there.

- Giving a formal presentation;
- Other exceptions are to be negotiated with the moderators.

Being off campus is not an excuse to take your bandanna off, unless you are a significant distance away. Players putting bandannas on as they enter campus are not giving enough notice of their status to other players near the edge of campus.

Anyone not wearing a bandanna is a nonplayer (civilian). Civilians are not to be disturbed, shot at with blasters or bothered in any way. If a player is found interacting with a civilian in an unsatisfactory way, there will be repercussions up to and including the revocation of membership and ban from future play in any activity run by Humans vs Zombies at ANU.

Players may wear whatever clothing they wish provided it does not obscure the bandanna or cannot be considered military or paramilitary gear. Dark coloured morph suits will be banned, and any player wearing a morph suit may not wear the head of the morph suit after 5pm.

We remind our players that it is illegal to enter some buildings with an obscured face.

## Weapons / Equipment

Humans are allowed to use weapons to stun zombies. Zombies will be stunned for ten (10) minutes every time they are stunned by one of these weapons. If they are already stunned, and they are shot/stunned again, their stun timer will reset to ten (10) minutes.

There will be an "Allowed List" and a "Disallowed List" for weapons, which will be determined by the moderators preceding a game, and will not change during a game unless there is a clear and pressing safety issue, and the change is clearly signposted. The "Allowed List" will serve as a list of allowed weapons, while the "Disallowed List" will serve as a list of disallowed weapons. If your desired weapon is not on either list, the moderators of the game in question should be consulted.

The “Allowed List” and the “Disallowed List” are to be kept in a separate document. Modified weapons will not be included on either list, as every modification (even superficial) needs to be checked individually by moderators prior to the game.

General Weapon/Equipment Rules:

- Weapons must be easily identifiable as toys.
- All weapon modifications need to be checked by moderators.
- Zombies are not allowed weapons to extend the reach of their tag, or deflect approved projectiles, by using a weapon. Anything attached to a zombie counts as part of that zombie for the purpose of stunning them.
- Lasers are not allowed.
- Torches, camera flashes and LED lights need to be checked by a moderator if they are not under 80 lumens AND under 1.5 watts, to avoid eye damage.
- Ricochets count as a stun, but stationary darts don't count. That is, if a zombie picks up a dart to give it back to a human, it doesn't count as them getting stunned. However, if a dart bounces off a wall and hits a zombie, then they are stunned.
- Using obstacles to impede zombies or humans is not allowed.

Ammunition:

Be conscientious about your darts and the darts of others. If you can reasonably retrieve your darts from the ground, then you should do so.

Stunned zombies must return darts as soon as is practical after the human asks them to. The zombie must hand the ammunition to the human. This rule is an exception to the “play your side” rule, and is designed so that humans will not lose the darts that they have bought. Humans should be courteous when asking the zombies to return their ammo.

When the zombies are returning the ammo, the human should not reset the zombie's stun timer.

Zombies should not tag a human when returning ammunition.

Zombies cannot withhold ammunition on the grounds of human rudeness.

Treat other people's property with respect. Do not pick up darts that aren't yours without returning them. Pick darts up and try to find their owner, and if you can't find the owner, take them to the “ammo drop box”, which will be stationed in the ANUSA office.

Make sure you label your darts with a distinctive symbol, so you can tell them apart from other darts. Only take from the ammo drop box what is yours.

## Vehicles

Safety is of the utmost importance. The following rules are for the safety of the players and the people around them.

Ideally, vehicles are not to be used for transport during this game. This includes bikes, rollerblades, skateboards, cars, buses, planes, boats, trains, shopping trolleys, penny farthings, horses, donkeys, dragons and office chairs with wheels. This is for everybody's safety. Jumping in front of cars, falling off bikes, being eaten by a dragon. These are things we would like our players to avoid.

Despite this, it may be necessary for a player to catch the bus to uni, drive to uni, ride a bike to uni, etc. This is acceptable. That vehicle acts as a safe zone for them while they are on/in it.

Cars and Bikes: When disembarking from these vehicles, there will be a 2m “door zone” style safe zone around the vehicle. The human is safe within this zone for as long as they require. This safe zone also applies when they go back to their vehicle to leave campus.

Buses: When disembarking from a bus, the door of the bus becomes the source of a 2m door zone, protecting the human. The door zone is only in effect when the door of the bus is open. If the bus closes its door or leaves, the door zone is no longer in effect. We would ask zombies to be cautious about taking advantage of this as we don't want anyone being run over by a bus.

All zombies disembarking from vehicles or buses will be stunned for their first 5 minutes on foot. This time starts when they get out of their vehicle.

All players in this game are expected to be mature and sensible enough to check for safety issues before chasing and/or running away from other players. Vehicles CANNOT be used for transport within campus for players or approved weapons.

## Original Zombies

The Original Zombies (OZs) are Zombies from the start of the game. It is their role to get the Zombie population going during the first day. They are just like any other Zombies, except in the following ways:

- They wear their bandannas on their arms like humans for the first day (24 hours).
- They may use weapons as a human would. This means they may stun zombies.
- The original zombie may choose when contact becomes a tag.
- They can be stunned, just like any other zombie, which means that a human player can shoot another human player that they suspect of being an OZ, and if they are an OZ, then they will be stunned. However, they do not have to put their bandanna around their neck in this case. It stays on their arm for the first 24 hours.
- They may pick up human only items as a human would, but can ALSO carry zombie only items. If stunned they do not need to hand over any items.
- The original zombie can choose whether to act as a human or zombie for the purposes of using items.

At the beginning of the day, nobody will know who the OZs are except the OZs themselves. They can find out who the other OZs are by using the zombie forum. Then they can decide to work together, or alone.

## Missions/Items

Throughout the game there will be missions which when completed/failed will have certain consequences for the human and the zombie sides. Some of these missions will involve items. The rules governing missions and mission items are given in this section.

### Mission Rules

Missions may have special rules or requirements, set by the moderators. Since the game is story based (this is a zombie apocalypse after all), the specific details of the missions will not be revealed until during the game. However, almost any rule in the above ruleset can change during a mission, including (but not limited to) special zoning rules, changed stun time and altering of approved weapons. Rules will be the same as usual unless specifically stated otherwise.

Missions during the day will usually be things which can be done throughout the day, and have no specific time restraints. Missions at night will occur at specific times and specific places.

Unchanging rules for night missions:

- One tag, one kill. What this means, is that a zombie can only tag one human at a time during a night mission. Moderators will announce the start and the end of the night mission. This rule does not apply any time outside of these announced times. During the day, a zombie can tag multiple people in succession and retrieve their player cards afterward. During the night it is too hard to keep track of who tagged who, and therefore, zombies must only tag one person at a time. They must stand next to the human in question and resolve the tag completely. This means the exchange of kill cards.
- Obey the moderators. This may be because what they are telling you will make the event safer, or it may be because the mission requires certain things to happen for it to be a success.
- Time out. If a moderator calls for time out, the game stops. Zombies' stun timers are paused, and human weapons cease to stun zombies. Humans can no longer be tagged by zombies.

Any players who turn up to a mission which is in time out will have to go out of sight before the game commences again. If you are a player, please do not call out "time out". That is only for the moderators to do. If you feel there should be a time out, call for a moderator.

Human missions will be distributed to the humans through the forum on the website. The same will occur for zombie missions. A zombie mission might be to counteract a human mission or vice versa, but they might also be entirely separate. Zombies may still try to disrupt a human mission even if they haven't be told about, or vice versa.

### Mission Items

Mission items in this game will be designated and labelled as human items, zombie items or general items. However, the following system of rules is designed so that items can be contested by both sides throughout the game.

Game items which are labelled simply as "HvZ item" are general items, which means they can be picked up from their original location by any active player (zombie or human).

Game items which are labelled as "HvZ human item" are human items, which means they can only be picked up from their original location by an active human player.

Game items which are labelled as "HvZ zombie item" are zombie items, which means they can only be picked up from their original location by an active zombie player.

(mission items continued)

Stunned zombies or turning humans cannot pick up or possess items.

When items are obtained, they are then in possession of the person holding them. They get to keep the item, until it is captured from them. The rules for capturing items are as follows.

If a zombie has the item, and is stunned, then the possession of the item immediately passes to the human who stunned them. If a human has the item, and is turned, then the possession of the item immediately passes to the zombie who turned them. A stunned zombie or turning human cannot be in possession of an item.

Chaining occurs when the item changes possession in a chain very rapidly. That is, if the human with the item is tagged and then the zombie who tagged them is stunned, the item possession goes from the human who was tagged, through the zombie who was stunned to the human who stunned the zombie. This is chaining. The physical item doesn't leave the possession of the first person during this time, though the 'possession' changes hands. Whoever is on the end of the chain gets the item.



Item possession may be passed among humans or among zombies, but this passing must occur in a safe zone, with the physical passing of the object to the other player. As such, items can go inside safe zones, and when there, they are safe from being captured by the other team.

These rules are based on a strict honour system. No civilian or inactive player is allowed to carry an item. Once an item is picked up from its original location, it is in your possession, and you should carry it until it changes possession. You are free to conceal the item, but you must be honest about handing it over if you are rendered inactive by a member of the other side. Items should not be 'stored', if it is in your possession you must have it with you at all times. Items must be kept on campus from 10am to 5pm, or the end of night missions (whichever is later), every day. They can enter safe zones. By "on campus", we do not include the out of bounds college area, as that area is out of bounds.

Anyone found abusing this system will face a suspension from the game, and possible expulsion from the club. If you think you have found a clever way to get around these rules, you haven't, you're breaking them, you're breaking the spirit of the game, and you're breaking rule one.

If an item is unattended and you aren't allowed to pick it up, don't. If it looks suspiciously like it has been stashed by another player, then ring a moderator and tell them about it immediately, so we can confiscate the item, find out who stashed it, and remove them from the game. Do not pick it up to bring it to us, we will come and get it.

## Miscellaneous

The following are rules which don't necessarily fit anywhere else. Regardless of this, they are important:

### **Play your side**

This rule is one of the most important in the game, although it doesn't fit into any of the above categories. This rule means just what it says. If you are a human, you must act like a human. You shouldn't sacrifice yourself simply to become a zombie because you would prefer that. By the same token, as soon as you are tagged and the tag is confirmed, you must play as a zombie. As a zombie, or even a turning human, you should not tell nearby humans who tagged you or where they are, you should be helping the zombies.

### **Zombie Starvation**

There will be no zombie starvation in this game.

### **Fire Alarms / Evacuation**

Everybody involved in an evacuation is safe until the evacuation event is over. At the end of the event, the zombies will be stunned for 5 minutes to allow the humans to reenter the building, or leave if they wish to.

### **Obey the law**

**Stealing:** Darts should be returned to the human that they belong to, as they are the property of that human. Taking them is stealing. Humans should mark their weapons and darts, and post details of their marks on the forum topic concerning marks.

**Littering:** Both humans and zombies should endeavour to ensure that darts do not remain on the ground, as this constitutes littering, which is unacceptable.

Assault: Players of the game have only consented to being tagged. Any act going beyond this constitutes an assault for which each player is individually responsible.

Radio Signal Blocking: It is literally illegal to block radio signals. If players are using radios to communicate, do not even talk about interfering with the signal.

Respect the university

Don't do anything that would damage university property or disrupt university activities, or the activities of another club.

### **Squad Flags**

Squads are allowed to have squad items. The squad can choose to have them operate like the items in the mission items section, or in any other way the squad chooses. Creativity is encouraged.