Winter Game 2010

Safety Meeting
Out of Bounds is Important!

- We were warned after last game that if out of bounds zones are not respected – our game will be banned, please do not go near them.

- Out of bounds zones are: colleges, university house, graduate house and the chemistry buildings. Daley road is the upper boundary of campus for the purpose of the game.

- Do NOT siege players in out of bounds zones. For example allow humans exiting the chemistry building to leave without contest.
Game 3 Map

[Map of a campus with a red outline and red stars indicating HvZ play areas.]

HvZ Play Area Map
Red stars are out of bounds.
Fenn Hall is also out of bounds.
Be Respectful Inside

- Don’t shoot blasters inside

- Be quiet! Especially when moving through academic buildings! This includes foyers.

- Squads which do not remain quiet will be penalised.

- Especially be quiet in the buildings around MCC and the Hanna Neumann Building as we have had noise complaints from them.
After Hours

- Do not stay in a building after it closes, it is illegal to do this if you do not have access.

- Even if you do have access, unless you are working in those buildings – do not enter them.

- Most buildings open at 8am and close at 6pm, with some lecture theatres closing at 8pm. Use this as a general guide.
Rule Changes

- Some rules have changed since last game:

- Stun time is now 10 minutes, turning time is unchanged (still 1 hour)

- The OZ is now indistinguishable from a human, they can shoot nerf guns and pick up human item and zombie items. OZs can choose when physical contact constitutes a tag. They do not need to surrender items when stunned.
Questions?
Mission Times

• Day missions will be run on all days at various times.

• Night missions will start at roughly the following times:
  • Tuesday – 4:00pm
  • Wednesday – 5:00pm
  • Thursday – 6:00pm
  • Friday – 5:00pm

• The Saturday mission will start at 12 noon.
Game Specific Information
Midnight Mission

- There will be a mission starting at midnight on the beginning of Monday (ie. After Sunday night). This mission will commence the game.

- The mission is entirely optional and is intended for players who are super keen to get started.

- More details will be announced on the forums at midnight.
Game Theme

- This game will have a progressive story which you will control the outcome of. Every mission will impact the story in some way.

- The humans can survive the end of the game, and their performance in missions will determine how hard this is to achieve.

- Lots of immersive story details can be found in the game and on the forums.
Non-Player Characters

- There will be three “main” NPCs in this game. With back stories provided on the forums.

- You will complete missions for them and in return they may help your side.

- The NPCs are neutral and will help both humans and zombies.

- Both sides can affect the game outcome.
Escapium!

- Escapium will be a form of currency used in the game.
- It now comes in two denominations:
  - Escapium (E) and
  - escapites (e)
- $1E = 3e$ (One Escapium = Three escapites)
Shop

- There will be a shop where you can use escapium to buy game items, like last game.
- Shop opening times will be announced on the forums.
- The shop inventory will be posted on the forums at midnight the night before.
- The last shop will be on Friday, so spend all your escapium then! Don’t keep it!
Item Announcements

• The taxi will be returning, further details will be announced on the forums. Essential escapium can be traded for safe transit across campus. The taxi has been refurbished and is now a set of special hats :P

• One item at the shop that will be available to zombies is a special necklace which will reduce their stun timer by half. This necklace will be very obvious.
Using the Website

- Go to the forums! All game information, mission details, team discussion and more will be there. Every night a special news update will be posted and will contain game information – don’t miss it!

- Don’t go to sections of the forum you should not have access to. For example when you are a turning zombie who hasn’t had their kill logged yet – you must not look at the human forum.

- The website has lots of features to help you communicate with other players including private forums, 1-1 chat and a chatroom – use them!
Finally

- Have fun and don’t forget to take lots of photos!
Sign Up

1. Line up as the moderators instruct you to.

2. You will pay $5 (or hand over receipt) and be given your bandana and game cards.

3. Your card will be scanned and linked to your account – activating you and allowing you to play.

P.S. If you have not yet signed up on our website please move to the side and we will help you as soon as we can.