

UChicago Humans vs. Zombies

GAME MODERATORS

Please contact a game moderator if you have any further questions or concerns.

- Colonel Kevin Wang (kdwang@uchicago.edu, South Campus)
- Major Michael Miller (grapejelly@uchicago.edu, Max Palevsky)
- Captain Jessica Goodman (jesster@uchicago.edu, Stony Island)
- Lieutenant Edward Warden (ewarden@uchicago.edu, Max Palevsky)

RULES

Humans shoot zombies, zombies try to tag humans.

When a zombie is shot, act as a non-player for five minutes and cannot tag anyone. **This five minute rule does not carry over through class and is not cumulative.** So if you shoot a zombie a minute before class and you both are in the same class, at the end of the class, the zombie **can tag you**. Double tapping does nothing productive, unfortunately.

When a human is tagged, they immediately move their headband to their head and they are a zombie once their headband is on.

Zombies cannot tag more than one human within a fifteen second interval. Zombies have to chew their food too, y'know.

Everyone starts as a human and once you're a zombie, you do not turn back into a human unless otherwise directed by a moderator.

If there is a dispute about the result of a tag, please contact a moderator.

EQUIPMENT

Humans use dart guns, zombies tag people without dart guns. That's it. If you lose your darts, it's not that big of a deal, so don't worry about it, but if you see a dart on the ground somewhere, **please pick it up**. Ammunition is a scarce resource in difficult times. If you want to keep your dart gun after the game, you'll receive more information about that later.

Rented guns may not be modified.

BANDANAS

You **MUST** wear your bandana at all times, excluding when you're sleeping, and if you're wearing a coat, it must be worn on the outside. In other words, make sure it's visible at all times. Zombies wear their bananas on their head, humans wear them on their arms. Bandanas should be worn in class as well.

MISSIONS

Periodically, we will issue missions over the listhost. Participation is optional, but they are enjoyable. Missions may have an award, such as ammunition, and consist of tasks similar to those that you'd find in a video game, such as holding a point or capturing a stronghold. Details will be sent out a few days before each planned mission.

SAFE ZONES

Zombies must have both feet outside of a safe zone to tag a human. Humans may shoot a zombie from within a safe zone if the zombie has both feet outside the safe zone.

The only declared official safe zones are:

- UChicago educational, dining, athletic, and administrative buildings. Pretty much anywhere you're required to be is the general rule.
- CTA/UChicago buses
- Off-campus locations (like downtown or Noodles). Use common sense.
- Dorm rooms (but not dorm halls)
- Bathrooms

Since UChicago's campus is irregularly shaped, there are no clearly defined game boundaries. For instance, Stony Island is far from campus, but it is fair game. Medici is close to campus, but it is a safe zone. Use common sense when not playing on the immediate vicinity of the main quadrangle.

A clarification on the dorm rule: rooms themselves are safe, but the **hallways are not**. If your RH/RA tells you to stop playing, obviously the dorm halls where they hold jurisdiction become safe zones. Use common sense! ORCSA knows that we're holding this event, so it shouldn't be too big of an issue.

For some further clarification, here are some locations that are frequently asked about:

- Libraries (Regenstein, Crerar, etc.) are safe.
- Bartlett dining hall is safe, but the hallway, atrium, and stairwell are not.
- Bart Mart/Midway Market are safe.
- Ratner and Crown are safe.
- Frat houses are **not** safe. Have fun with that one.

TEMPORARY SAFE ZONES

In the event that your dorm or house wishes to temporarily make their jurisdiction a safe zone, please have them contact a game moderator and we'll email it out to the entire listhost to notify everyone. The house resident heads or resident masters or someone of authority can only declare these, unless they're a zombie. **A party cannot be declared as an official safe zone.**

NON-PLAYERS

Non-players should not be involved in the game, but their involvement is permitted as long as the non-player does not actively and 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. The pedestrian would probably bite you first anyways.

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 make a thoroughfare impassible.

For clarifications on this rule in certain scenarios, contact a moderator.

OTHER NOTES

Some straightforward, mostly common sense notes:

- Bicycles are fair game, but please don't do anything stupid.
- Playing in a car is not permitted, but you may use them for transportation. Please try to minimize their usage though.
- Contact a moderator if you have any other questions.
- Have fun! :D