Humans vs Zombies Rules

Overview: Humans vs Zombies is essentially a game of tag. All players begin as humans and a few are randomly chosen to be Zombies. Zombies tag humans and turn them into zombies.

Objective: The Zombies win when all human players have been tagged and turned into zombies. The Humans win by surviving throughout the duration of the game.

Equipment: The following will be provided to all players:
- Human vs Zombies Bandana, Orange
- Nerf Jolt Blaster
- Ticket with Identification Number & 3 Digit Code

Safety Rules: These rules are especially important for the safety of all players. These rules will be strictly enforced. Violation of any of these rules will result in a ban from the game.
- Only Nerf guns provided by the Boken Committee will be allowed.
- Players may not use cars nor play where there is vehicular traffic.
- Blasters must not hurt on impact: Nerf blasters may not be modified.
- No headshots.

Safe Zones: The following areas are “no play zones”, in which the game is permanently suspended.
- The Howe Center is strictly off limits.
  - Pierce Dining Hall is off limits.
- Library
- Jacobus Student Health Services Center
- During Class (Classrooms are okay, but not while class is in session)
- Humans vs Zombies will be suspended at all Boken events.
- Students at required academic events are safe for the duration of the event. The game will be suspended on April 25, 2012 for the Stevens Innovation Expo.
- Please respect all posted signs from other organizations (such as WCPR’s request of off limit locations).

Miscellaneous Rules:
- Shooting non-players with darts is a bannable offense.
- People who are not registered participants may not directly interact with the game. This includes bringing food to humans and/or spying for either team.
- Zombies may not use shields to deflect darts.
**Human Rules:**
- An Identification Number and 3 Digit Code will be provided. Humans must keep this ticket with them at all times.
- Humans may stun a zombie for 15 minutes by blasting them with a dart blaster. **Remember: Do not aim at the head, especially the face and eyes.**
- Humans must wear the “Human” side of their bandana around an arm at all times to identify them as Human players in the game.
- When tagged by a Zombie, Humans must relinquish their ticket so that the Zombie can record the conversion ([stevens.edu/boken/hvz](stevens.edu/boken/hvz)). After one hour after being tagged, Humans become Zombies.
- Humans must check in at three Boken events to receive “rations” to survive. Rations will typically include extra ammunition and random equipment.

**Zombie Rules:**
- When shot by a dart, a Zombie is stunned for 15 minutes. A stunned zombie may not interact with any players in any way. This includes shielding other Zombies from being shot and chasing Human players. If hit by a dart while already stunned, the Zombie’s stun timer is reset to 15 minutes.
- Zombies must wear the “Zombie” side of their bandana around their heads at all times to identify them as Zombie players of the game.
- To convert Human players into Zombies, a firm touch to any appropriate part of a Human is required. After tagging a Human, the Zombie must collect their Identification Ticket and report the conversion ([stevens.edu/boken/hvz](stevens.edu/boken/hvz)).

**Zombie Apocalypse (Sudden Death) Rules:**
- Saturday, April 28th, 3PM
- All Humans vs Zombies Players will report to Schaeffer Lawn for the Zombie Apocalypse.
- Human Players will gather near Walker Gym and Zombie Players will gather near the Torchbearers Statue.
- At the signal of one of the Boken Chairs, the Zombies will then try to convert all Human players to end the game.
- If a Zombie is shot, they have to run back to the Torchbearers and tag the Statue before returning to the playing field.
- Boken Volunteers will judge whether or not a Human Player has been tagged and therefore infected. All kills during this time will count towards each Zombie’s conversion count.
- **Playing Field Boundaries:** Walker Gym, Schaeffer Center, Whittpenn Walk, and Torchbearers Statue.

**Prizes:**
- Top Three Zombies (Most Conversions/Duration as Zombies)
- Top Three Humans after Zombie Apocalypse
- “Rations” may include surprises!