

How to Play Humans vs Zombies!



Objective:

- **Stop the zombie horde!**
 - The game begins with a small (~5 students) group of Zombies (identified by a blue armband) and a large group of humans.
 - Humans who are two-hand tagged by a Zombie must return to the atrium for a blue tape armband and hand off their foam balls, then join the Zombie horde, hunting for humans to tag.
 - Humans can use yellow foam balls to hit zombies and slow them down (stun them).
 - After being hit with a foam ball, **Zombies do not die**, but instead must return to the ZSR Atrium and respawn.

Play Areas:

- **ALL 8 FLOORS OF THE LIBRARY**** can be used for play.
 - ****EXCEPTIONS:**
 - Locked areas not for play
 - The Atrium, lobby area on the main floor (gray floor), the central stairwell, elevators, and all bathrooms **are neutral zones → NO PLAY AREAS!** (like “base” in tag- zombies cannot be stunned and humans cannot be tagged)
- **EVERYONE** must have one foot on the ground at all times (no climbing shelves, jumping, etc). If running, you can jump out of the way.

The Rules:

- 3-5 students volunteer to start the game as zombies.
- Zombies must clearly tag a human– two handed tag– to make them a zombie (not just brush them with a fingertip).
- When a human is tagged, they return to the Atrium, get a blue armband and become a member of the zombie horde.
- Humans must hit zombies with yellow foam balls to stun them. The only legal projectiles are foam balls and refrain from aiming for the face.
- There are no limits to how many zombies may travel in a group. Hordes are

encouraged.

- **NO barricades** of any kind AND **NO moving furniture or books**.
- One foot on the floor (exception: while running, players may jump out of the way of other players, obstacles, and projectiles).
- **No faking injuries & don't get hurt!** (but if you do get hurt, come back to the Atrium for first aid).
- HAVE FUN!