



Hell Night Survivor's Guide

The world you knew has rotted away. A plague has torn through humanity, twisting flesh and mind into hunger. Heritage Park was our last sanctuary... but the gates have failed.

There is no cure. There is only endurance. Tonight, you fight for breath, for blood, for the faint chance of outlasting the darkness. Trust no one—not even your closest friend—for anyone may turn.

This is Hell Night. And these are its laws.

Laws of the New World

- **Do Not Run.** Running drives the infected into a frenzy. If you run, you forfeit one of your lives instantly.
- **Respect the Quarantine Line.** Beyond the caution tape lies certain death. Step across it, and infection claims you immediately.
- **Protect the Refuge.** Our world is fragile and supplies are nearly impossible to get. Both zombie and human societies recognize the need to keep our structures intact. **Damaging property and excessive or rough handling of materials or props will not be tolerated.** You will be asked to leave with no refund.
- **Weapons Are Useless.** The virus makes its hosts unkillable. Weapons of any kind, or objects used as weapons, are forbidden.

How to Prepare

Only the prepared endure. Bring:

- Non-slip shoes for the terrain.
- Clothing that can be ruined.
- Layers for cold, rain, or snow—the night shows no mercy.
- Water.
- An inhaler if you've ever needed one.
- Optional: apocalyptic garb to blend with the damned.

Accessibility & Safety

The night is dark, the ground uneven, and the weather merciless. Wear sturdy shoes, tread carefully, and bring a small flashlight if needed—but light may draw attention. You play at your own risk. First aid will be available in the Celebration Tent.

Gameplay

- **Lives:** Each survivor wears three armbands. Each band is a heartbeat, a chance at life. Lose them all, and you fall to the horde. Each bite costs you one.
- **The Bite:** A zombie tags your arm—your lifeblood drains. Hand over one armband.
- **The Feast Rule:** A zombie may claim only one victim every 15 seconds (*Mama always said to chew your food!*). This gives the bitten human a slim window to escape, and their companions a chance to scatter. Once bitten, you are immune for 15 seconds—zombies do not share a meal. In short: you can only be bitten by one zombie at a time, though the horde may still lurk in the shadows, waiting for their turn.
- **The Freeze:** Your only weapon is science—or what’s left of it. Strike back with a placebo serum (a pool noodle). Tag a zombie *before they touch you*, and they freeze in place for 15 seconds. Once used, surrender the serum; the horde will re-hide it. Remember: once a zombie has already laid hands on you, the placebo has no effect..
- **The Infected:** When your final band is gone, your humanity dies with it. Surrender all supplies and lifelines, then report to the Infection Zone. There, with the sinister artistry of [Don’s Costume & Makeup Shop](#), you will rise again—reborn as one of the undead, hunger burning in your veins.
- **Lifelines:** Scattered supply caches (cards) contain food, water, medicine, and more. Some must be combined to work. Some grant protection, extra lives, or a brief chance to repel the undead. Lifelines are single-use and must be surrendered when spent so they can be re-hidden. Each card explains what it does.
 - The **Antidote Card** restores you to full strength—three lives total. (Note: you can never exceed three lives with an antidote.) It must be redeemed **before your final band is taken**. Many survivors hoard it, waiting until they’re down to a single life to play their trump card... but that gamble can cost you everything. If you’re bitten before you can use it, the cure dies with you.
- **Doctors & Quarantine:** Medics in white coats may capture zombies and confine them to quarantine (time-out) until their virus mutates and they rejoin the hunt.
- **Restrictions:** Do not climb trees, buildings, or structures. Do not dismantle or otherwise alter anything in the game space.
- **Countdowns:** Both survivors and zombies must count every 15-second pause aloud: “*One Zombie... Two Zombie... Three Zombie...*” This is the heartbeat of fairness.
- **RIP Immunity:** Players with RIP upgrades are immune for the first 5 minutes.

- **Food & Drink Safety:** You are safe while in line for food, receiving it, or carrying it to a table. Once seated, referees allow only a short reprieve (3–5 minutes at their discretion). After that, you are fair game—even mid-bite. The concession is not a safe zone. Eat early, or eat fast.

Endgame Protocol

Hell Night ends when only one survivor remains—the Last Human Standing. Prizes await the final three, but the crown belongs to one alone.

As survivors dwindle, the world shrinks. Boundaries tighten, referees watch closer, and the Game Master may alter the rules. When only 10–20% remain, the Game Master will call a **Game Pause**. All survivors must reveal themselves for a headcount. Fail to report, and you are eliminated.

Pauses become more frequent as the herd thins. When just 5–10 souls remain, every death must be **loud and dramatic**, so referees can witness humanity’s fall.

This is the crucible of Hell Night—the breaking of alliances, the testing of every shred of cunning. Work together if you must, but remember: in the end, only one survives.

Authority of the Game Master

The Game Master is the voice of this world. Their word is final—on disputes, on rules, on victory. No challenge, no appeal. In Hell Night, the Game Master is law.

Player Conduct

In the apocalypse, survival is brutal—but humanity remains. Rough play, shoving, tackling, or harassment of any kind will not be tolerated. Consent and respect are the last threads holding civilization together. Cross that line, and the Game Master may exile you from the refuge permanently.

Pre-Game Fun

- **Exclusive Heritage Wagon Ride:** The first 200 ticket-holders receive a free wagon ride through the haunted grounds before the game begins. Shadows whisper, buildings loom, and the dead stir—it’s the perfect prologue to your doom.
- **The BOOtique:** Gather relics of the night: eerie décor, ghoulish trinkets, and cursed keepsakes. Bring a piece of Hell home with you.
- **Bonus Swag:** Earn extra treats by completing challenges:

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- Post a TikTok or reel of your adventure, tagging @HauntedCalgary and @HeritageParkYYC.
 - Share a photo on social media with those tags.
 - Leave Haunted Calgary a review on Google or Facebook.
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Good luck, survivor. May the least delicious human win.