

FSU Humans Vs. Zombies Official Rules

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RULE #1: USE COMMON SENSE AND BE RESPECTFUL!!!

In other words, Don't Be A Douchebag!!!

RULE #2: PLAY IT SAFE

GAME OVERVIEW

Humans vs. Zombies (HvZ) is a moderated-tag game commonly played on college campuses. A group of human players attempts to survive a "zombie outbreak" by outsmarting an ever-growing group of zombie players. The use of the words "Nerf Gun," "Gun," "Weapon," "Bullet," and "Bomb" is heavily discouraged. Instead, the terms "Blaster," "Darts," "Ammo," and "Device" should be used.

Players with moderator status, designated by a red bandana, are empowered to enforce the game's rules.

Unless otherwise stated, all rules within this document will be enforced. Moderators have the final say in any disputes during gameplay. Moderators reserve the right to change any rules listed in this document to improve players' safety or gameplay. If you have any questions, please contact a Moderator.

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Areas of Play

Boundaries of Play

- HVZ Events will take place on campus within the boundaries created by these streets:
 - **Jefferson**
 - **Copeland**
 - **Tennessee**
 - **Stadium**
- The sidewalks touching these streets and anywhere outside the **Boundaries of Play** are considered **No-Play Zones**.
- During gameplay, **Moderators** may establish new **Boundaries of Play**, which will be communicated to **Players**.

Safe Zones

- **Safe Zones** are areas where **Players** cannot be tagged.
- During gameplay, **Moderators** may designate or dissolve **Safe Zones**, the boundaries and mechanics of which will be communicated to **Players**.
- A **Human** must have two feet inside the **Safe Zone** in order to be considered safe.
- **Humans** may not use **Blasters** within **Safe Zones**. This includes shooting into or out of **Safe Zones**. **Blasters** may be reloaded inside **Safe Zones**.
- **Humans** may stun **Zombies** in **Safe Zones** with socks. **Humans** must exit the **Safe Zone** to stun **Zombies** outside the safe zone.

NO-PLAY Zones

- **No-Play Zones** are areas where gameplay does not occur.
- **No-Play Zones** include
 - All University Buildings
 - Any active Outdoor Classrooms
 - Parking Garages
 - The Balcony of HCB
 - Anywhere where events sponsored by SGA, Campus Recreation, and Union Productions are taking place.
 - The sidewalks touching these streets and anywhere outside the **Boundaries of Play** are considered **No-Play Zones**.
- **Players** should receive **Moderator** approval before entering a **No-Play Zone** during a **Mission**.
- **Players** may only enter a **No-Play Zone** without **Moderator** approval to use the restroom or get water. **Players** found abusing this rule to gain an unfair advantage will receive a **Red Card**.
- **Players** that enter a **No-Play Zone**, with the exceptions of the above mentioned cases, are considered to have **Bailed** and will no longer be allowed to participate in the current mission.

Out-Of-Play

- **Players** considered **Out-Of-Play** should remove their bandana and cannot make stuns or tags.
- **Out-Of-Play** players include:
 - Players on or dismounting a Vehicle
 - Players participating in campus work, other SGA/RSO events, or appointments on campus (These players should notify the **Moderators** before the event/appointment).
- **Players** may request an **Out-Of-Play** exception from the **Moderators**, which will be approved on a case-by-case basis.
- Upon re-entering play, a player must replace their bandana in the proper location.

Non Players

- **Non-Players** refer to any individuals not actively participating in current HVZ gameplay.
- **Players** should not be a nuisance to **Non-Players**.

Humans

- **Humans** must wear an FSU HVZ bandana on their **Upper Arm** at all times.
 - A **Human** player who is not wearing a bandanna may still be tagged if recognized by a **Zombie** player.
 - Bandanas may be removed in **No-Play Zones** or if the **Player** is **Out-Of-Play**.

How to Stun

- **Humans** may stun **Zombies** in the following ways:
 - Hitting a **Zombie** with any approved **Ammo** fired from an approved **Blaster** or **Blowgun**
 - Hitting a **Zombie** with a thrown **Sock** (Multiple socks can be thrown from one hand at a time)
- **Darts** or **Socks** that ricochet off a **Zombie** or wall may stun one additional **Zombie**. Once the projectile has made contact with the ground or a **Zombie** after the ricochet, it is considered inactive.

When Tagged

- Once **Tagged**, **Human** players must relocate their bandana to their head and join the **Zombie** team.
- A tag on a **Human's** active blaster, defined as the blasters that they are currently using to stun **Zombies**, does not count.
 - A **Human** player found blocking tags with their **Active Blaster** is in violation of Rule #1 and will be carded.

Zombies

- **Zombies** must always wear an FSU HVZ bandana on their head while unstunned and in play.

- A **Zombie** player who is not wearing a bandana may still be stunned if recognized by a **Human** player.
- Bandanas may be removed in **No-Play Zones** or if the **Player** is **Out-Of-Play**.
- During **Missions**, stunned **Zombies** may follow the **Human** group at a distance of approximately 30ft.
- **Zombies** are not allowed to interfere with **Objectives** (moving them, covering the **Objective** with clothing, blocking the **Objective** from **Human** sight with their body).
- **Zombies** may only collect **Darts** or other **Equipment** if there are no **Humans** within the area and they are not predicted to return.

How to Kill

- **Zombies** may kill **Humans** by directly tagging them or any of their equipment, with the exception of their active **Blaster**.
 - A tag on a **Human's active Blaster**, defined as the blasters that they are currently using to stun **Zombies**, does not count.

When Stunned

- When **Stunned**, a **Zombie** must completely remove their bandanna from their head, return to where they were **Stunned**, and stand in place. Unless otherwise stated, a **Zombie's Stun Timer** lasts 30 seconds and begins when their bandana is removed.
- If a **Zombie** is **Stunned** outside of a mission, their stun timer is 5 minutes. After they remove their bandana, they may continue to walk around **ONLY** to continue walking to class or other destinations. **Zombies** may not follow humans until their stun timer is up.
- **Zombies** may **NOT** hide behind **stunned Zombies**/use them as cover

Zombies Up

- During gameplay, **Moderators** may shout, "**Zombies Up.**"
- Any **Zombie** that hears this can respawn immediately by placing their bandana on their head.
- If the **Zombie** does not respawn immediately, then they have forfeited the opportunity and must continue waiting out their stun timer.

Double Tap

- **Double Tap** is a mechanic that is only in play during missions.
- A **Double Tap** is when any approved ammo or sock hits a **Zombie** after they have removed their bandana due to a stun.
- When **Double-Tapped**, the **Zombie** will:
 - Immediately restart their stun timer
 - Immediately disengage by walking at least ~20 ft away from **Humans**.
 - After disengaging, the **Zombie** will not directly approach the **Humans**, however, if **Humans** approach them, they do not have to move.
- A **Zombie** may be **Double-Tapped** more than once.

- A **Zombie** may elect to self **Double Tap** to move away from humans.
- **Zombies** may **Double Tap** past **Humans** to get in front of them as long as they do not disrupt the **Human** formation.
- Any **Zombies** abusing **Double Tap** in combination with other early unstun mechanics like “**Zombies Up**” will receive a **Red Card**.

Special Zombies

- **Special Zombies** are **Zombies** with differing mechanics that all players will be informed of during gameplay.
- **Special Zombies** will be identifiable in some way from normal **Zombies**.
- **Special Zombie** mechanics may include only being stunned by **Special Ammo**, which can include but is not limited to:
 - Socks
 - Ultras
 - Mega
 - Mega XL
 - Darts/Arrows
- **Special Zombies** may be double-tapped with their specific **Special Ammo**.

The OZ

- **The Original Zombie**, hereby referred to as **OZ**, is a **Zombie** disguised as a **Human**. An **OZ** can wear a bandana as an armband or headband but must wear a bandana.
- **OZ** mechanics are decided by **Moderators** and revealed on a game-to-game basis. This can include but is not limited to mechanics that can kill.
- **Players** must interact with the **OZ** to trigger its mechanic.
- **OZ** mechanics are fair and balanced.

Safety Rules

We adhere to all federal, county, city, and campus rules and laws

- There will be **NO** consumption of alcohol or drugs during gameplay in accordance with the [FSU Alcohol Policy](#). Drunk and disorderly behavior is **NOT** allowed during gameplay.
 - Violation of the above policy will result in a **Red Card**.
- Players may **NOT** cause intentional harm to school property.
 - Players may hide within and around bushes but should not damage the plant life.
- Players should **NOT** aim for the head. Keep all shots below the shoulders.
- Players should **NOT** draw attention to their equipment while indoors and it is recommended that blasters are concealed (this should not be achieved using garbage bags).

Streets

- **Streets** are in play, but play is heavily discouraged.
- Do not impede traffic (vehicular or pedestrian).

Trees

- **Players** may use **Trees**.
- **Players** must have both feet planted firmly in the **Tree** to tag or stun.
- **Zombies** can be stunned, and **Humans** can be tagged while falling from a **Tree**.
- **Players** must have both feet firmly planted on the ground after exiting a **Tree** before they can tag or stun.

Vehicles

- **Vehicles** include:
 - Anything with wheels
 - Any other form of transportation, including other people
- **Vehicles** may not be used during missions.
- Players are considered **Out-Of-Play** while on, dismounting/exiting, and securing a **Vehicle**.
- After the **Vehicle** is secured:
 - **Zombies** are automatically stunned for 10 seconds, must remove their headband, and cannot be double-tapped.
 - **Humans** are not in play for 10 seconds.
- **Humans** can use **Vehicles** to get to class between missions.
- **Players** riding a **Vehicle** into a safe zone will result in the player receiving a **Red Card**.
- Any **Zombies** abusing **Vehicles** to get kills will result in the **Player** receiving a **Red Card**.

Game Pause

- **Moderators** can call a **Game Pause** for any reason, which is initiated by them shouting “**Game Pause.**”
- **Game Pause** is a time when gameplay is put on hold. Players **SHOULD NOT** move, pick up darts, pick up socks, reload, or count down stun timers during a **Game Pause**. Players **CAN** sit, rest, and drink water during a game pause. If a **Game Pause** would freeze a player in a dangerous location, they may move to safety.
- When the game is ready to resume, a **Moderator** will indicate it with a warning. **Players** should return to their positions from before the **Game Pause**; if this is not achievable, **Humans** and **Zombies** will be separated. The Moderator will audibly count down and then resume the game with “**Game Unpaused.**”
- A Player can call **Game Pause ONLY** in cases of injury or legal/law enforcement issues. If the **Player** calls a **Game Pause**, they or another player must call or notify a **Moderator** ASAP.

Disputes

- **Tag Disputes**, hereby referred to as **Disputes**, may be handled by both **Players** using the game Rock, Paper, Scissors, best 2 out of 3.
- An alternative **Dispute** process may be requested but is subject to moderator approval.
- When in a **Dispute**, the **Human** and **Zombie** players are **Out-Of-Play** until the **Dispute** ends.
- If the **Human** wins the **Dispute**, the **Human** has 10 seconds of immunity, is considered **Out-Of-Play**, and may move. They cannot be tagged, and they cannot stun **Zombies**.
- Players using the **Disputes** to violate Rule #1 are subject to carding at **Moderator's** discretion.
- **Moderators** have the final say in all **Disputes**.

Equipment Rules

- Any **Equipment** used by a **Player** must be approved by the **Moderators**.
- Any **Cosmetics** or **Costumes** must be approved by the **Moderators**.
- No **Face Coverings** or **Helmets** (including costumes with masks) that cover the entire face may be worn.
- All **Blasters** are subject to **Moderator** testing and approval.
- **Blasters** are FPS-limited based on their **Ammo**. Any **Blaster** that can be hot-swapped to fire alternative **Ammo** must have all options tested. No exceptions will be made.
 - Standard Nerf/Half Lengths/Rival - 130 FPS
 - Mega/Vortex - 100 FPS
 - Foam Rockets - 80 FPS

Banned blasters

- Nerf Hyper Series
- Nerf Nitro Series
- Nerf Gelfire Series

The following blasters are banned unless explicitly modified to shoot at a lower FPS:

- Dart Zone Pro series
- Adventure Force Nexus
- Adventure Force Aeon
- Adventure Force Conquest
- Nerf Pro Stryfe X

Modified Blasters

- **Blasters** may be modified but cannot be made to look realistic in any way. This includes painting the blaster with camo, dark colors, or metallic colors.
- All **Blasters** must retain an **Un-Modified Orange Tip** to indicate that it is a toy, not an actual weapon.
- **Blasters** powered by any form of compressed air/gas are strictly **Prohibited**.

Modified Darts/Socks

- The only **Modifications** that may be made to **Darts** are marking them (nothing profane), taping them, and removing the Velcro from tagger **Darts**.
- **Socks** may be marked with the **Player's** name and have soft velcro attached to them. **Socks** must be no smaller than a half-dollar and bigger than the current smallest **Moderator**.
- **Ammo** fitted with fireworks (ex: pop-its or bang snaps) or dangerous items (ex: pins) is strictly **Prohibited**, and any **Player** using it will be carded based on the severity of the offense.

Blowguns

- If a **Player** uses a **Blowgun** in an unsafe manner, the offending player will receive a Yellow Card and be banned from using blowguns.
 - This includes but is not limited to aiming for the head.

Bandanas and Patches

- FSU HvZ provides official organization **Bandanas** to be used during all HvZ gameplay, whether during games, missions, or skirmishes.
- After events, patches may be given out to players elected for several superlatives.
- To receive patches, FSU HvZ requires the **Player** to purchase their bandanna by the next weeklong or 3-day game if they have played for more than 1 semester. This requirement may be waived at the **Moderator's** discretion.

Mock Military Equipment

- During a mission, **Players** can wear one piece of **Mock Military Equipment** (ex: a plate carrier or chest rig).
- **Mock Military Equipment** is defined as any and all personal equipment that may be worn by a **Player** that is meant to simulate equipment utilized by military or law enforcement, current or historically.
- A storage system such as a **Holster** or **Belt Clip** does not count as **Mock Military Equipment** but must be approved by **Moderators**. **Water Pouches** such as Camelbacks are not considered **Mock Military Equipment**.
- **Mock Military Equipment** may not be worn during the day.
- No **Military** or **Paramilitary Patches**, symbols, or insignias may be worn.
 - **Morale patches** may be worn on player equipment; however, they may not have any form of offensive or hateful language, imagery, or connotation.
- Only one article of **Camouflage** clothing may be worn. If the article in question covers the entire body, it may not be worn.
 - Examples of **Non-Permissible Camouflage** are fatigues, hunting gear, ghillie suits, etc..
 - **Nonfunction camouflage**, such as orange or pink camo, does not count as **Camouflage**.
- **Players** may not be in possession of any **Mock Weaponry** at any time.
- The use of any **Mock** or **Reproduction Military Weaponry**, including, but not limited to, mock explosives devices, sound/flash grenades, smoke grenades, etc., is strictly prohibited.

Flashlights

- **Players** may not have **Flashlights** attached to **Blasters**. **Moderators** will request that they be removed and placed out of sight in a pocket or bag.
- **Flashlights** may only be used when searching for objects, they must be pointed at the ground and should not be used in a manner that violates Rule #1.
- **Flashlights** used in any way that harms another player (ie. shining them in a player's face, strobing) will be an immediate **Yellow Card**.

Card System

***Moderators may first issue a warning to the offending player before using cards.**

- Breaking any of the rules listed in this document will result in a **Yellow Card**.
- A **Yellow Card** means you will be removed from the current mission.
- A Player will receive a **Red Card** for a severe offense or after receiving 2 **Yellow Cards**.
- A **Red Card** means you will be removed from the current game/event.
- A player who receives a **Red Card** will automatically begin the next game with 1 **Yellow Card**.
- If a player receives 2 **Red Cards**, they will receive a **Blue Card** and be permanently banned from the game.
- If a player has any outstanding **Card**, they are not eligible to be nominated or receive awards during **HVZ at FSU Events**

Moderators reserve the right to issue cards to players deemed to be displaying dangerous or unsportsmanlike behavior.