

Reddit Humans vs. Zombies: The Rules

Adapted from the [Official Human vs. Zombies Goucher-Style Rules](#)



THE GOLDEN RULE: DBAJ (Don't Be A Jerk)

The Golden Rule is designed to keep the game fun. Players on both teams agree to abide by this rule by not exploiting other rules listed and by not ruining the fun of the game for other players. Examples of exploiting: lying about being tagged, getting non-players to assist, zombies becoming active before stun timers are up.

BASIC OVERVIEW:

Reddit Humans vs. Zombies is a moderated game of tag with a few twists. Most players begin as human, while a few are chosen to be “Original Zombies.” Human players are given projectiles which can stun zombies for a short period of time. Original Zombies tag human players and turn them into zombies, who themselves can tag other humans.

BASIC OBJECTIVES:

- Zombies win when all human players have been tagged and turned into zombies.
- Humans win by surviving long enough for the zombies to starve.
- Win conditions for each team may vary depending on the current mission.

EQUIPMENT:

- Bandana/Ribbon (ribbons provided by hosts) - **MUST BE WORN AT ALL TIMES**. This is to differentiate players from bystanders.
- Foam Dart Blasters (Nerf Guns) and/or socks (bring your own, some people may have extras)
- Clothing suitable for the climate as well as for running
- **WATER**. You will be running, and an unconscious human is a dead human.

SAFETY RULES:

Rules created for the safety of all players are strictly enforced. Violation of safety rules will result in being unable to participate.

1. Do not aim for the head. Although headshots are the most effective way to stop a zombie, they are also the most effective way of hospitalizing a human.
2. Projectiles should not hurt on impact. Any projectiles fired should be obvious to all parties that it will not hurt on impact.
3. Zombie tagging is performed under one-hand touch rules. Please do not claw your future

zombie brethren.

HUMAN RULES

IDENTIFICATION:

Humans players are identified by an ID marker (ribbon) tied around the upper arm.

WEAPONS:

Nerf or similar foam dart blasters:

- Blasters must be safe to use (cannot injure a person at point blank range or hurt on impact).
- No realistic-looking blasters will be allowed.
- Any modifications to dart blasters must be cleared by a moderator.
- Moderators will be testing modified blasters with point-blank shots on the player proposing their use, so players should probably test them on themselves first.

Socks:

- A sock is a projectile (including Nerf Tomahawks) thrown by a human arm. "Scatter" throwing socks, or having multiple socks thrown from one hand, is acceptable.
- Using artificial means such as sheets or bags for launching socks is not allowed and will not be considered a stun. "Sock cannons" are considered blasters and must be pre-approved by the moderators.
- Like blasters, socks should be safe to use. And like blasters, questionable looking socks will be tested on the player using them.

WEAPON USAGE:

A human player can stun a zombie by hitting the zombie on any part of their body with a foam dart or sock. The time of the stun can vary depending on the mission and the zombie, but is generally between 5-20 seconds. Darts may be recovered from the ground and thrown at zombies.

BEING EATEN:

- A human is bitten by a zombie when tagged with one hand on any part of the human's body.
- The dart blaster (and anything the human is holding or carrying) is considered part of a human's body.
- When tagged, the human is required to move their ribbon to their neck/forehead and start a timer. 15 seconds, counted out loud, after being tagged, they reanimate as a zombie and may begin turning humans.

ZOMBIE RULES

IDENTIFICATION:

Zombie players are identified by an ID marker (ribbon) tied around the neck or forehead.

WEAPONS:

In general, zombies will not have weapons. This may change depending on the mission.

STUN:

- If a zombie is hit by a human projectile, the zombie becomes stunned. The time of the stun can vary depending on the mission, the zombie, and amount of players, but is generally between 5-20 seconds.
- While stunned, zombies should remain stationary with their hands behind their heads or in the air, and begin counting down their stun timer out loud.
- A stunned zombie may be used as a meat shield for other zombies. This will not reset the stun timer.
- Zombies may be camped. However, after a stun timer is complete, the zombie has the option of declaring temporary immunity for an additional 10 seconds. During this immunity period, the zombie is allowed to walk, but must keep their hands behind their heads or in the air.
- Zombies declaring immunity must shout "IMMUNITY" at the end of their stun timer and begin counting down from 10 out loud. Immunity may not be lifted from the zombie until they are an appropriate distance (20 feet) from the closest human.

AMMUNITION:

- Zombies on the field are expected to pick up any darts and socks they come across to keep the park clean and prevent humans from recovering their ammunition.
- Zombies may spend their stun timer time looking for and recovering ammunition on the ground in their immediate area. The zombie must keep one foot stationary on the ground, and continue counting down their stun timer out loud, while recovering ammunition in this way.

MISCELLANEOUS

REGISTRATION:

Registration is not required but is strongly encouraged to help with planning the event. Please register by RSVP-ing to the event on the meetup group.

ORIGINAL ZOMBIES:

The number of original zombies generally follows a 5:1 ratio – for every 5 humans, there is 1 original zombie. Preference for original zombies will be given on a first-come basis. If you would like to be an original zombie, please comment on the meetup.

SAMPLE MISSION OBJECTIVES:

1. Survival

- Humans must complete an objective to win.
- Zombies must prevent completion of the humans' objective to win.
 1. Time – Humans must survive for a set amount of time before help arrives. Humans may have to reach an “extraction point” to survive.
 2. Checkpoint – Humans must proceed through various checkpoints to survive.
 3. Escort – Humans must escort a package or person through zombie infested territory. The humans lose if the package becomes infected.
 - a. Defense - A twist on Escort, the package/person remains stationary, and the humans must prevent zombies reaching the package/person. A defensive perimeter around the package/person causes all zombies stunned within its domain to be ejected from the area.
 4. Antidote – Humans have an antidote which can “cure” humans turned into zombies.

2. Left 4 Dead - *inspired by the game*

- Survival with a twist.
- There may be temporary safe zones on the map, where humans cannot be tagged and zombies may not enter. Supplies may be found in safe zones.
- Tagged humans do not turn into zombies, but are instead incapacitated. They must set down their weapons and sit/crouch on the ground until a human teammate comes and tags them.
- Tagging must be hand to hand. This is to prevent accidental slaps in the face and other such amusing but painful antics.
- Humans left incapacitated for x times the zombie stun timer, depending on the player base, will turn into zombies.
- Humans may be granted special abilities:
 - *First Aid Kit: Upon reaching a safe room, some zombies may be allowed to return to being human.*

- *Pain Pills: The human is able to revive themselves after being incapacitated.*
- *Molotov: Upon use, grants the player immunity to zombies for 5 seconds. Use must be announced by shouting a phrase including "MOLOTOV" followed by a countdown*
- *Pipe Bomb: Upon use, zombies in the area must follow the pipe bomb until it is in their possession. Players in the area are immune to zombies until the Pipe Bomb is recovered. Use must be announced by shouting a phrase including "PIPE BOMB".*
- **Zombie may have special abilities:**
 - *Hunter: The hunter is a normal zombie.*
 - *Smoker: The smoker has one recoverable sock projectile. The smoker may only incapacitate humans using the sock projectile. Any human touching the sock projectile is instantly incapacitated.*
 - *Boomer: The boomer is a zombie that can only walk, but has a reduced stun timer and may continue to tag players from their location while stunned.*
 - *Tank: The tank is a zombie that may only walk, but is impervious to human weapons. The tank must always be moving. Tanks that are deemed "campers" will be set on fire and forced to respawn elsewhere.*

3. Zombieland – inspired by the movie

- **Rule 1: Cardio** - Humans must reach the extraction point to win. There will be multiple checkpoints between the starting area and the extraction point.
- **Rule 2: Double Tap** - Zombies may be hit up to two times to extend their stun timer.
- **Rule 8: Get a kickass partner** - Humans are placed in groups and must remain together
- **Rule 29: The buddy system** - Groups will have different destinations, but members from different groups may heal humans from different groups that have been infected, but are not yet zombies.