

Rules

GROVE CITY COLLEGE HVZ

RULES AND REGULATIONS



2026ED

WELCOME TO HVZ

"Humans vs. Zombies" is a modified tag game of tag. Most players begin as humans, where their goal is to complete missions while defending themselves from the Zombies with blasters and throwables. A handful of players will begin the game as these Zombies, who want to tag humans to increase the size of the horde. Zombies must tag a human to grow the size of the horde.

BASIC GROUND RULES

- Rule 0: Don't be a ____ DBAD - be sportsmanlike, do unto others how you would like to be treated, etc.
- If it seems like it's unsafe, don't do it OR don't complain if you get hurt.
- If it seems like it might hurt someone else, don't do it
- If it seems like you're cheating, you probably are - stop it.
- If it seems like it might get the game banned, don't do it.
- If someone is hurt:
 - Stop gameplay. Do it yourself if no one else does.
 - Call Campus Safety (724)-458-3000
 - DO NOT call 911 as Campus Safety will be able to direct proper responders to your location more effectively.
 - Have someone contact a moderator to alert them of the situation.
- A moderator's decision is final in any situation.
- A police officer's / Campus Safety Officer's decision is final in EVERY situation.
- We reserve the right to temporarily or permanently ban a player from the event in extreme circumstances.

REQUIREMENTS TO PLAY

All players must...

- Be 18 or older to attend, minors are not permitted to attend per Campus regulation.
- Register for the game before the registration period closes per Campus regulation.
- Sign a safety waiver per Campus regulation.
- Attend a safety briefing, there will be one at the beginning of each day of the event.
 - If you cannot attend one of these briefings, please contact one of our moderators before the event begins.
- Have an orange or light green bandanna
- Wear eye protection, eyeglasses do count as valid eye protection, the club will have eye pro available for rent if you do not have any.
- Have a moderator approve all gear you use, this includes blasters, throwables, and tactical gear.

BANDANNAS

Color:	Worn By:	Worn on:	Meaning:
Orange/Green	Human or Zombie Players	Upper Arm (Human) or Head (Zombie)	The player is in play and unstunned when in place
Blue	Moderators	Upper Arm	Actively performing the job of a Game Moderator :
Pink	Medics	Upper Arm	Game Medic (regardless of human/zombie stats) is acting as a volunteer Medic for the game
Yellow	Special Zombies	Head	Acting as a special zombie, specifics will be defined as needed
Purple	Jackal Perked Zombies	Head	This zombie is under the effects of the Jackal Perk
Other	To be Explained	Head (most likely)	Any other bandanas used in play will be explained on a case-by-case basis.

BANDANNA REQUIREMENTS:

- Bandanas must be worn at all times while in play in the appropriate manner for your current game role
- Bandanas when worn should be around 2 inches or more in width
- Bandanas must be clearly visible at all times when worn.

GAMEPLAY

HUMAN GAMEPLAY SUMMARY

- As a human, you have two tasks: complete missions, and avoid becoming a zombie
- Missions are your primary tasks, they will be explained in briefings and will have an objective you need to complete in order to finish each mission
- In order to avoid being turned, humans are able to stun zombies. If you do get tagged, you'll turn into a zombie. When this happens, stash your gear in a safe location and join the horde!

ZOMBIE GAMEPLAY SUMMARY

- As a zombie, you have one task: tag humans to turn them.
- You do this through tagging them with your hand, sometimes assisted by various

Specials and Perks

- Zombies may
 - use natural cover to block darts
 - use perks to block darts
 - use other active zombies to block darts
 - interfere with objectives you should be
 - pick up darts to return to humans
 - be silly and have fun
- Zombies may not
 - use pedestrians, mods, or inactive zombies to block darts
 - hold up anything other than a perk to block darts
 - interfere with objectives you shouldn't be.
 - pick up darts to keep away from humans

STUNNING/GETTING STUNNED

STUNNING

- Humans can **stun** a zombie by:
 - Hitting them with an approved ammo type fired from an approved blaster
 - Hitting them with an approved throwable that is thrown/fired
- Melee is **not** allowed unless **explicitly** given out by a moderator for a specific purpose
- Hitting a zombie anywhere on their body, including anything worn or carried with the exception of handheld **Perks** counts as a stun
- Ricochets do **not** count as stuns

GETTING STUNNED

- When hit in a way listed under **stunning**, a zombie is stunned.
- Zombies may not **ever** use nonplayers, moderators, or stunned zombies as cover to hide behind to avoid being stunned.
- When stunned, a zombie must remove their headband as soon as possible, and before respawning.
 - If removing a zombie's bandana is not feasible/practical due to high activity or near-immediate respawn (i.e. close boomer, touch respawn point close by, etc.), then a zombie may signify being stunned by raising their hand and keeping their hand in the air until either they are respawned or their bandana is removed. (moderators will require a player to fully remove their bandana if this is seen to be being abused).
- Stunned zombies may:
 - Hydrate
 - Move around freely (keeping in mind proper **respawn distance**)
 - Pick up darts to return to humans (either directly or by giving them to a moderator to return)
- Stunned zombies may not:
 - Interfere with the game in any way,
 - Relay any intelligence regarding humans except
 - Where you were stunned,
 - How many humans were there when you were stunned,
 - How long ago you were stunned,
 - Meat shield - the act of blocking darts so other zombies do not get stunned,
 - Pick up darts with the intent of keeping humans from retrieving them.

TAGGING/GETTING TAGGED

TAGGING

- Zombies tag human players to turn them into zombies.
- A successful tag is considered one full palm placed on a human with firm contact or all 5 fingers
- Humans can be tagged anywhere on their bodies and on anything attached to them. Backpacks, costume pieces, etc. count as an extension of the body.
- Any item a human has in hand and is actively using (blasters, flashlights, etc.) cannot be tagged. This being said, it should never be used to block a tag. **DO NOT STRIKE/HIT ANYONE OR ANYTHING WITH YOUR BLASTER or other items.**
- **Keep tags appropriate and do not be overly aggressive.** This will always be left to mod discretion and violations could result in an immediate ejection from the game depending on severity.
 - An inappropriate tag counts as anything in the “no-no” square/the swimsuit zones.
 - An overly aggressive tag can be defined as one that involves tackling, latching onto a human, red marks/bruising an hour or more after the tag, etc.
 - Tip: to avoid tackling others, try to run past humans and not directly at them.
- There is no limit on the number of tags a zombie may get.

GETTING TAGGED

- When you are tagged you are immediately considered an inactive zombie.
- Move the necessary spawn distance away from the nearest human, wait for the respawn timer/ or respawn condition and move your bandana to your head to begin tagging. Make sure to put your armaments and ammunition away after the mission to avoid confusion.
- The briefing room will be kept open for you to leave your equipment in. A moderator will be posted in this room throughout most of the gameplay, however, Grove City and the GCC UGC are **not** responsible for any personal belongings you leave sitting in the briefing room.
- Players who feign injury or “flop” to avoid a tag will be examined and potentially removed.

RESPAWNING

- A zombie may respawn when they meet one of the specific respawn condition(s) currently in place for a given time, examples include:
 - “Rolling” respawns - all stunned zombies respawn at X interval such as on “2’s” or “5’s”.
 - Internal timers - an individual stunned zombies counts a personal timer of X seconds before respawning.
 - Touch respawns - “tree-spawn”, “sign-spawn”, or similar, wherein a zombie may respawn by touching a specified kind of object. (THIS OVERRIDES MINIMUM RESPAWN DISTANCE)
 - Special-Based Spawns - Some specials, such as a Boomer or Litterbug, have mechanics that enable zombies to spawn through another means, as specified by their mechanics. (THIS OVERRIDES MINIMUM RESPAWN DISTANCE)
- Zombies must be a minimum of 30 feet from any human player in order to respawn
- A stun timer *cannot* be “refreshed” by shooting the zombie again.
- The nature of respawn points and duration of timers is left to the mod team's discretion and will be defined prior to a mission, but may also change during a mission, accompanied by clear communication.
- Humans may not stalk zombies to prevent them from spawning. This violates DBAD.
- Zombies may wait to respawn up to 30 seconds past the respawn timer if they are doing so to avoid getting “spawn camped”, meaning that humans are standing too close to allow them to spawn, however, they must begin moving when respawn occurs to get 30 feet away.

SPECIALS AND PERKS

PERKS

- Perks are items that may be given to zombies at any point per moderator discretion to aid in their tagging of humans
- Perks fall under 2.5 primary categories: handheld perks, worn perks, and the humble spitter ball
- Handheld Perks may be traded freely among zombies with consent from both zombies involved
- Worn Perks may be traded only with Zombie Moderator approval
- A zombie may not have more than 1 perk at a time without Zombie Moderator approval
- Worn Perks include:
 - Medium Ammo Vest: a red vest which makes a zombie immune to small ammo, stunnable only by Medium or large ammo
 - Large Ammo Vest: a blue vest which makes a zombie immune to Small and Medium ammo, stunnable only by Large ammo
 - Jackal Headband: a purple headband which makes a zombie's stun timer halved (30 second internal becomes 15 second, rolling 2's becomes rolling 1's, etc.)
- Handheld Perks include:
 - Noodles: an extension of a zombie's hand which can tag humans and can also block darts.
 - Shields: a shield which is used for blocking darts from the horde. A zombie may not tag with the hand/arm using a shield.
- The Humble Spitter Ball:
 - Spitter Balls are property of the Zombie Horde. They may be traded freely, and do not count as a perk for the purposes of how many perks a zombie is currently holding.
 - Any zombie may pick up a spitter ball and throw it.
 - Spitter balls may be picked up by stunned zombies
 - A Spitter ball is always live. When a human touches a Spitter Ball, they are **Wounded** for 30 seconds.
 - The humble spitter ball **can** block darts.

SPECIALS:

- Specials are powerful zombies played by moderators. they will have special abilities and behaviors that will be explained during briefings as well as in our specials handbook

ZONINGS

NO PLAY ZONES

- No play zones will be denoted on the game map. no play may occur here and we request you do not move through the area at all if possible. These include:
 - the president's house
 - the women's dorms area
 - the chapel area
 - the space in front of Crawford Hall
 - the courtyard between SAC and HAL
 - anywhere outside of the campus boundaries
 - anywhere else marked as a no-play zone on the game map.

SAFE ZONES

- Safe zones are in-game features that players may move in and out of, but no tags may be made inside of.
 - Humans may fire out of safe zones
 - Humans may Daisy-chain into safe zones
 - when a zombie exits a safe zone they are stunned.

PASSAGES

- Passages are areas that may be travelled through but may not be played in, due to proximity to hazards and no-play zones, including:
 - the stairs and bridge to lower campus
 - the bridge along the main street on the south side of campus
 - the street in between PLC and the women's dorms
 - the street and parking lot between the main campus and the IM fields.
 - stairs in general

BLASTER REGULATIONS

APPEARANCE:

- All Blasters must have a **blaze orange** tip.
- Blasters must be clearly toys, in silhouette and coloration. “Fun colors” (bright toy-like colors) are best.
- If you are wondering if a blaster is aesthetically ok, you can contact a mod, ping a mod in the club telegram (for GCC players), or use the “Questions-For-Mods” forum in our Discord
- If your blaster causes issues, we reserve the right to cover it in brightly colored tape. The tape selected WILL be the most embarrassing print we own.

INTERNALS:

- FPS Cap:
 - All blasters intended to be used must pass an FPS check that will be a 5 dart average. That average must have both an average FPS under the Soft Cap as well as have no shots read over the Hard Cap. Moderators have the right to retest another round of 5 darts to consider outliers, be those high or low.

Ammo Type	Soft Cap	Hard Cap
Small: Half Length, Full Length, Rival, Ultra, Vortex, N1, etc.	120	130
Medium: Mega	100	110
Large: Mega XL, Rockets, Ballistic Balls	70	80

- Blasters are allowed to be retested per Moderator availability, we will do our best.
- The Mod team reserves the right to retest any blaster at any point in the event if we believe it has been modified to surpass the 130 fps cap.
- If your blaster is capable of having its FPS changed please chrono test that blaster with the configuration/settings you intend on using.
- If your blaster is capable of firing multiple different dart types, please chrono test the blaster with each dart type that you intend on using, then only use the dart types that are approved.
- if you are found to have knowingly changed the FPS of your blaster without retesting the blaster before using it in play, you will be removed from play

BLOWPIPE REGULATIONS

- Blowpipes may be no longer than 4 feet in total length.
- Blowpipes must have a mouthpiece
- Blow dart Blasters must be approved by a Moderator

LPA REGULATIONS

- HAMP blasters are allowed
- Tank LPA blasters must be specifically approved by a moderator on a case-by-case basis.
 - LPA systems without an overpressure release valve will not be permitted in the vast majority of circumstances.
 - LPA systems produced by first party blaster manufacturers are most likely to be allowed.
 - drain blasters are not permitted

FULLY BANNED BLASTER TYPES

- High Pressure Air (HPA) Systems
- “Bow Powered” Blasters (Blasters which use the stored energy of flexed limbs to fire a dart, be that by moving a plunger, string sled, or other mechanism)
- Nerf/Other brands “Grenades”
- Unmanned/Remote control blasters or drones/vehicles with blasters attached
- Wands will not be allowed as they are throwing a dart.
- Paintball, Gel Ball, Airsoft, or Zingbow products

Overall, any blaster you want to use **MUST** be approved by a moderator. Using an unapproved blaster, or one that has previously failed inspection will result in a warning or ban.

If you have any questions as to a blaster you would like to use, send a post into the Questions-For-Mods section of our discord server. If you have a blaster that is a unique case, we would love to see it, just ask.

AMMUNITION REGULATIONS

APPROVED AMMUNITION

- Full lengths with a soft head
- Half-lengths with soft head
- Nerf Ultra
- Nerf Mega (most off-brands are fine)
- Nerf Mega XL
- Nerf N1
- Vortex-style disks (most off-brands are fine)
- Rival style balls (most off-brands are fine)
- Rockets (most off-brands are fine)
- Ballistic Balls

BANNED AMMUNITION:

- Heavyweight darts (any brand)
- Hard Tip Darts (FVJ, etc.)
- Nipple Darts
- Stefans/Fully homemade half lengths
- Hyper Balls
- .50 Caliber Foam Balls
- Jet Darts
- Any dart whose head does not squish
- Gel Balls
- This list is **NOT** exhaustive, please do not make us extend it. If it seems unsafe or like it will make the game less fun for others, do not use it, Rule 0.
-

MODIFIED AMMUNITION:

- Cut down full length .50 caliber darts that were legal before modification such that they can be used in place of half darts are permitted
- Cut down Mega and Mega XL darts are **not** permitted.
- Modification of darts in any way that is not cutting down full length .50 cal darts to make half length .50 cal darts is not allowed.
- A small amount of marker or paint may be used on darts to aid in identification, provided it is not excessive to the point of a safety issue.

If you have any questions as to an ammo type you would like to use, send a post into the Questions-For-Mods section of our discord server. If you have an ammo that is a unique case, we would love to see it, just ask.

THROWABLE REGULATIONS

- **GENERAL THROWABLE REQUIREMENTS**

- Must squish and be adequately soft (bring to a moderator to check if you have concerns).
- Must be at least 1.5" in a minimum of one direction.
- Velcro may be applied, but only the soft side velcro is permitted on a throwable.
- Any tape used on a sock or other throwable must be in no more than 3 layers and cover no more than 50% of the sock.

- **SOCK THROWABLES**

- Must be made of only 1 sock.
- No Sock Flails.
- No soaking socks, freezing socks, or sticking things inside socks that could cause harm.

- **NON-SOCK THROWABLES**

- Must be appropriately styled (not appearing like an object that will cause alarm).
- Must not have any hard parts.

THROWABLE USE:

- Throwables must be thrown or fired by an approved launcher to stun a zombie (no tagging zombies with throwables in hand).
- Throwable launchers may be used if approved by a moderator.
 - Throwable launchers will be permitted under the same aesthetic rules as blaster and must be approved by a moderator, and must be considered to be functionally safe.
- Throwables may not be thrown at speeds in excess of 75 MPH.

If you have any questions as to a throwable you would like to use, send a post into the Questions-For-Mods section of our discord server. If you have a throwable that is a unique case, we would love to see it, just ask.

EQUIPMENT AND TACTICAL GEAR

FLASHLIGHTS

- Use of red flashlights only are permitted during play.
- Strobe effects are not allowed .
- Humans may mount flashlights to their blasters.
- If a moderator requests you do not use a specific flashlight because it is too bright, you must comply.
- White flashlights are permitted for dart sweep only.

OUTFITS AND TACTICAL GEAR.

- Masks other than medical masks are not permitted.
- Outfits should be safely styled to not appear like military, swat or law enforcement.
 - If an outfit were to be deemed problematic, a moderator will ask you to change into something else, or we will cover you with duct tape.
- Offensive outfits may also be denied.

If you have any questions as to a piece of gear you would like to use, send a post into the Questions-For-Mods section of our discord server. If you have a piece of gear that is a unique case, we would love to see it, just ask.

SAFETY

GAME PAUSES

- Game Pauses will be signaled by a loud call out of “GAME PAUSE” from a moderator.
- As soon as you hear that game is paused, stop where you are.
- you may:
 - talk to other players/plan for when play resumes.
 - follow a moderators’ directions.
 - hydrate.
 - sit down and rest.
 - move out of the way of non-players.
- you may not (actions listed under “you may” override these, esp. if a mod tells you to).
 - reload.
 - move away from where you were when pause was called.
 - fire your blaster/tag players.
 - leave the area unless you ask a mod to do so.
 - Do anything else to impact the game.

VEHICLES:

- use of vehicles of any kind are not allowed in play, doing this will result in a ban
- this includes anything that assists a player’s movement other than their own two feet
- examples include: cars, bikes, scooters, skateboards, heelys, pogo sticks, roller skates, rideable animals and other players.
- if it seems like it may be considered a vehicle, it probably is.

ENVIRONMENT & MOVEMENT

- Climbing trees or buildings is not allowed and is a bannable offense.
- Parkour is allowed, but please be careful, if you think you will get hurt don’t do it.

NON-PLAYERS

- avoid going through groups of non-players, if they are trying to move past gameplay, move away from them. A moderator may pause the game if necessary.
- Please refer to non-players as non-players.
- Please do not give them blasters during play, as they have not signed a waiver and are not allowed to participate.
- Feel free to point any curious onlookers towards moderators if they have questions about the game!

REMOVAL FROM GAME AND BANS

There is a small list of actions that will result in you being immediately banned:

- Sexual assault.
- Purposeful destruction or theft of property belonging to Grove City College, Grove City College Urban Gaming Club, or another player.
- Modifying darts or blasters with the intent to cause added pain or injury.
- Breaking of school, local, or state laws.
- involving oneself in a physical altercation.

Outside of these items, you will receive at least one official warning before you receive a ban.

There is no set number of warnings you will receive before you are banned.

Slide deck writeup

2026ed rules and safety slide deck writeup

Title

- GCC HVZ RULES AND SAFETY
- 2026ed
- b&w logo somewhere

Housekeeping

- welcome to the briefing room
- Where is everything?
- What is there to do?

meet your Mods

- GM and ZMOD
- other mods

Welcome to HVZ

- Humans must complete missions and defend themselves with blasters and throwables
- zombies must tag the humans to prevent mission completion and grow the horde.

What do Bandannas Mean?

- Humans: Orange or green bandanna on arm
- Zombies: Orange or green bandanna on head
- Mods: Blue bandanna on their arm.
- Medics: Pink bandanna on their arm
- Other instances are often used as perks or special zombies and will be explained as they occur

Human Objectives

- As a human, you have two tasks: complete missions, and avoid becoming a zombie
- Missions are your primary tasks, they will be explained in briefings and will have an objective you need to complete in order to finish each mission
- in order to avoid being tagged, stun the zombies with blasters or throwables. If you do get tagged, you'll turn into a zombie. When this happens, stash your gear in a safe location and join the horde!

Zombie Objectives

- As a zombie, you have one task: tag humans.
- What is a tag: Full Palm or 5-finger contact.
- What do you do when you get stunned?
 - take off your bandanna and move ~30 ft away from the humans
 - if you can't remove your bandanna, hold your arm above your head to indicate you are inactive
 - wait until your stun timer is over
 - a stun timer *cannot* be refreshed by being stunned while inactive
 - There also may be alternate spawn rules to the timer that will be explained in missions.
 - your stun timer will be stated before every mission
- Zombies may
 - use natural cover to block darts
 - use perks to block darts
 - use other active zombies to block darts
 - interfere with objectives you should be
 - pick up darts to return to humans
 - be silly and have fun
- Zombies may not
 - use pedestrians, mods, or inactive zombies to block darts
 - hold up anything other than a perk to block darts
 - interfere with objectives you shouldn't be.
 - pick up darts to keep away from humans

Ammo Types

- We use a tiered ammo system, each size can stun zombies in its own tier or in ones below it.
- Small ammo: .50 Cal Ammo (short and long darts), rival, ultra and vortex
- Medium ammo: Socks and Mega
- Large ammo: Rockets and MXL

Zombie Perks

- Zombie perks are special items that can buff zombies, either by protecting them from specific ammo types, or giving them special tools to tag more humans.
 - Noodles- held by zombies to extend their reach

- Shields- held by zombies to deflect darts
- Spitter Eggs- thrown by zombies to either WOUND or DAZE humans.
- Red Vest- protects the wearer from small ammo
- Blue Vest- protects the wearer from both medium and small ammo
- Purple Headband- “Jackal” allows the wearer to have half the base stun timer
- handheld perks may be traded between players.

Zombie Specials

- Zombie Specials will be played by moderators and will wear special headbands and/or vests to denote them.
- common specials include:
 - tanks: Yellow Vest - when stunned, they will stop moving and count to three, after their countdown they may take a step and a swipe at any nearby humans. They will then move in the direction of the human that shot it. These specials may be kited)
 - chargers: Yellow Headband - will choose to charge in a straight line towards the humans and are unstunnable whilst doing so. They will also charge when hit towards where they were hit from to the best of their knowledge. Walking only except when charging.
 - Boomers: Staff, headband - when stunned, they will begin waving their staff above their head and shout a countdown, while doing so, other zombies may run around them and respawn

Safety

Rule 0

- DBAD: Don't Be A D___
- be nice, Don't ruin the game for everyone else
- if it seems like it's cheating, it probably is.
- if it seems unsafe, don't do it.
- Remember we are all here to have fun!

Requirements to play

- All players must wear an orange or green bandanna while in play.
- all players must wear Eye-Protection while in play, regular sunglasses/prescription glasses do count,

- we also have eye pro available to buy/rent at the check-in table

Campus Map

Play Zones

- Game Boundaries: the limits of campus where play is active
 - note: safe times will be announced when they happen
- No-play zones:
- These are areas in which no gameplay may take place and should be avoided unless necessary to enter. This includes inside buildings, areas under construction, streets, private property, and places of delicate plantings.
 - the stairs and bridge to lower campus are also out of play
- Safe Zones:
 - Humans may not be tagged in these areas, but they may be moved through or used to rest in. These may be created and destroyed over the course of the game.
 - humans may fire out of safe zones
 - A human is safe once one foot is fully inside of the safe zone.
 - Humans may daisy chain when entering safe zones
 - KETLER PATIO IS SAFE

Vehicle Safety

- vehicles of any kind are not allowed in play, doing this will result in a ban
- this includes anything that assists a player's movement other than their own two feet
- examples include: cars, bikes, scooters, skateboards, heelys pogo sticks, roller skates, rideable animals and other players
- if it seems like it may be considered a vehicle, it probably is.
- Humans vs Zombies vs Cars:
 - cars will kill you for real, please do not play in roads or streets
 - The road through campus is in play, but in the rare case a car does come down it, gameplay should be paused and players should move off the street until it passes.

Stairs and Walls

- Stairs: please do not play on stairs.
- Short walls: be careful standing on/jumping off short walls.

- High walls: specifically around the TLC and Memorial Lawns, do not try to climb or jump off these.

Non-Players

- Try to avoid going through groups of non-players, if they are trying to move past gameplay, avoid them. A moderator may pause the game if necessary.
- Please do not give them blasters during play, as they have not signed a waiver and are not allowed to participate.
- feel free to point any curious onlookers towards moderators if they have questions about the game!

Blaster Checks

- ALL blasters MUST be approved and zip-tied to be allowed in play, if you have not yet, please go to the chronograph station right after this briefing.

Emergency Phone Numbers

- Head mods phone numbers
GCC Campus Safety: (724)-458-2111
GCC Campus Safety EMERGENCY*: (724)-458-3000

*if there is a medical emergency needing an ambulance call the emergency number

Game Schedule