The Rules… Aggie Style!

Zombies 101

Welcome to HUMANS vs. ZOMBIES! This game features groups of players clustered into two specific groups: The Humans and The Zombies. At the beginning of play, five players are selected to become Original Zombies (or “OZ”). These players must then begin tagging human players to start the initial infection. Once the Human and Zombie conflict is in full-swing, there are two conditions for victory:

The ZOMBIES win by tagging all the Human players and converting them to Zombies, or…

The HUMANS win by resisting the Zombies and forcing all of them to starve or surviving for the entire week.

Points will be assigned to determine the winner.

Vital statistics for the game will be provided by the Moderator staff via the NMSU HVZ website at http://www.hvzsource.com/nmsu/. Humans may monitor the status of the game as well as receive very important mission updates; Zombies may use the site to report “feedings”.

Equipment

-1 Bandana, to be worn as dictated by the rules

-1 3X5 index card, which will contain your personal ID code.

-Any Number of weapons (balled up socks)

All equipment will be issued to participants by RHA. Materials are to be returned at the end of the game. This includes bandanas, socks, and ID cards.

Before beginning the game, you will need to have completed the following tasks:

-Registered for play at the official NMSU HVZ website to produce an ID code for your index card

-Read this document in its entirety
**Human Rules**

-Humans must wear a clearly visible Bandana somewhere on their person at all times with the exception of the forehead!

-Bandanas will be issued by the HVZ Moderators at the information night; all players must use these bandanas at all times! No player with any other bandana will be considered part of the game.

**Visual Identification**: Humans may not remove their Bandanas while in a designated play area; you will be warned only once, and failure to comply will result in your removal from the game.

**Defense**: Humans may stun zombies for five minutes by hitting them with a balled up sock. This is your only method of defense so use it wisely. You may tie a string to your sock but only for retrieving the sock after it has been thrown; you are not allowed to swing the sock around in order to stun zombies.

**Infection**: Upon being tagged by a Zombie, a Human must turn over the 3X5 index card; the Zombie will need the ID code from that card in order to report their “feeding”!

**Leaving the Play Area**: If you leave the NMSU campus for longer than 24 hours, you will be disqualified. There are no exceptions.

**Respect the Undead**: If a zombie player needs to get to class or another destination and does not wish to chase any Human players, it is requested that said Human players allow neutral zombies to go about their business without hindrance. If a zombie is clearly not participating, don’t interfere, just keep a safe distance.

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**Zombie Rules**

**Visual Identification**: Zombies must wear their bandana on their head, which includes the face, while in the area of play! Removing it or wearing it in another location will necessitate a warning; failure to comply will result in your removal from the game.

**Tagging**: Zombies may “infect” Human Players by tagging them. A tag is defined as any firm touch of the hands on a human player.

**Feeding & Reporting**: When a Zombie “infects” a Human player, they retrieve the Human’s ID code and must then enter that ID code into the prompt at the NMSU HVZ website. This effectively “feeds” a Zombie player and refreshes their starvation countdown.

**Starvation Clause**: Any Zombie who does not “feed” in 24 hours will “starve to death” and is no longer active in the game.

**Stunning**: If a Zombie Player is hit with a sock, they must freeze where they are and remain frozen for five minutes and are unable to tag passing Humans, having been effectively “stunned”. Stunned doesn’t
mean you have to stand still for five minutes; you just can’t interact with the game for that time period. During mission when a zombie is stunned they must cross their arms to signify that they are stunned and aren’t an active part of the game.

**Blocking:** A Zombie player may not block a stun with an article of clothing, back pack, or anything touching the Zombies person. The only way to effectively dodge a stun is to hide behind something.

**Zombie Cool down:** If a Zombie player wishes to temporarily remove him/herself from the game, he/she may remove their bandana inside any building and return to the play area as a non-player. A player who does this may not interact with the game until they enter a building and put their bandana back on; you may not remove or replace your bandana in the middle of the field of play!

**Additional Rules**

**Moderators:** Members or the Moderator staff may be in the play area in order to monitor game play. Moderators can be identified by their blue bandanas! Moderators can also be found at the RHA HVZ WEBSITE to address questions about the game and resolve disputes. Moderators maintain absolute authority over game play. New rules may be added by the Moderators on an as-needed basis for the purposes of safety and fair play. All warnings and penalties will be meted out by the Moderators.

**Off-limit Zones:** The following locations are considered off-limits for all HVZ gameplay…

-Inside all residential facilities, including courtyards (RGH, Monagle Hall, Pinon Hall, Chamisa Village, Garcia Hall, and VDM/Cervantes).
-Inside Corbett Center
-Inside the Activity Center
-Inside ANY academic building
-Inside ANY Administrative building
-Inside the Pan-American Center
-Inside either Library

**Official NMSU Functions:** Any HVZ player who must attend an official NMSU campus function (including intramural practice and games) is protected while at that function. However, they are not protected while on their way to and from that function.

**On The Job:** All Players are protected while on the clock at their place of employment. They are not protected while on their way to and from work, however.

**Safety Rules**

**Informed Consent:** Humans vs. Zombies is not a full-contact sport, but it definitely is a contact game. All players should be prepared to encounter a marginal amount of roughness…

**Exercise Restraint:** …That being said, be wary of unnecessary roughness. No full-body tackles, no pushing or shoving. This is a game of tag, not Monday Night Football.

**Physical Violence:** If for any reason any players should become physically confrontational over the game, the response will be the same as any other physical altercation between adults; **Immediate notification of the NMSU Police Department.** The event of your arrest is likely in such a scenario.
Inappropriate Touching: If a Human or Zombie Player believes that their personal boundaries have been violated as a result of inappropriate touching or feels as if they are being sexually harassed, the Moderators should be notified immediately. Depending upon the severity of the offense, the Moderators exercise the right to notify any and all campus authorities. This includes notifying the NMSU Police Department.

Medical Assistance: In signing the NMSU HVZ Safety Waiver, all players assume responsibility for their own physical safety during game play. That being said, the Moderator staff reserves the right to call 911 in case of emergency.

Campus Property: Be careful when playing near campus structures or vehicles. Any damages to NMSU property will result in your immediate removal from the game. You will likely be billed by the university for the damages and depending upon the nature and severity of the damages you may even be subject to NMSU administrative action and legal proceedings.

Take Care of Yourself: Be sure to drink plenty of water and dress appropriately if you are going to be running around all over campus during game play.

On Wheels: No player may interact with the game while either operating or riding any vehicle. No tagging from cars or hitting Zombies with socks from the safety and convenience of a bicycle, skateboard, etc.. Any player found to be breaking this rule will be warned only once; Repeat offenders will be removed from the game. The Moderators reserve the right to determine what is and what is not considered a vehicle.

The Old Maxim: IF IT SEEMS LIKE A BAD IDEA, DON’T DO IT!!!

Final Notes

As long as every player obeys these rules, this game will run like clockwork and everyone involved is going to have a lot of fun playing it. That said, we completely acknowledge the possibility that not everyone is going to play by the rules. The Moderators will handle these individuals whenever an incident arises. Just the same, it is also likely that a Moderator may make a ruling that you don’t agree with; you’re just going to have to deal with that. The Moderators are not here to be jerks, they are here to make sure everyone is safe and sound and obeying the rules.

If you feel that a Moderator is being unnecessarily frictional, you always have the right to complain to the rest of the game staff. The Moderators as a group reserve the right to remove any humans. Maintain a basic level of respect and sportsmanship; you still represent NMSU even when you’re running around with a bandana on your head. Comply with any and all mandates given by NMSU officials and the NMSU Police Department, as they are the ultimate body of law for all students at this institution. Finally, remember to relax and allow yourself to have some fun as you participate in this exciting new session of Humans vs. Zombies at New Mexico State University.

As long as you abide by the rules, you may use any game play strategy that you choose. Creativity and full involvement are encouraged – HAVE FUN!!!

Players are encouraged to maintain the spirit of fair play by abiding by the rules and reporting any behavior that violates the rules to a moderator.

Violating any of the rules stated above may result in immediate removal from the game and loss of points for the offender’s team.
Schedule

Opening Session
Monday, October 29, 7:00 p.m. on Corbett Outdoor stage

Game Play Days
Games commence at 7:00AM Tuesday the 30th. Check the RHA website (rha.nmsu.edu) or the Facebook page (facebook.com/nmsurha) each day for information on missions and plot progression as well as the game website: http://www hvzsourcenmsu.com/

Closing Ceremonies
Friday, November 2nd at 5:00 p.m. on Corbett Outdoor Stage
Refreshments will be served and the winning team will be announced.

Notes to Players

- We would love to see your photos of Humans vs. Zombies at NMSU! Please send photos to rha@nmsu.edu. Please note that any photos submitted may be used for promotional purposes (RHA website or Facebook page, bulletin boards, advertising, etc.) so make sure all participants in your photos are willing to be photographed.
- We also highly encourage videotaping your experience and posting it to YouTube! Make sure to tag “nmsu” and “rha”!
- RHA is on Facebook! Check us out: http://www.facebook.com/NMSURHA