The Rules... Aggie Style!

Zombies 101

*Humans vs. Zombies (HvZ)* is a game of tag in epic proportions. At the opening session, teams will be assigned. 2/3 of participants will begin the game as humans, and 1/3 will be infected and begin the game as zombies. Zombies must infect a human every 48 hours or else they starve to death and are out of the game. When humans are tagged by zombies, they begin playing on the zombie team one hour after they are infected.

Objectives

The objective of every human is to avoid being infected by zombies for the duration of the game. The objective of every zombie is to infect as many humans as possible and not starve to death.

At the end of the game, points will be given for each player remaining on the team.

Teams can also earn points by winning missions throughout the game. Check the [SGCR website](#) daily to learn about missions to earn points for your team.

Equipment

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

- Players must sleep on campus. If you leave campus for longer than 24 hours, you will be disqualified. There are no exceptions.
- No gameplay may occur in safe zones (see description below).
- Players cannot use cars in gameplay.
- Absolutely no weaponry may be used except for the socks provided to players by SGCR. You may not use your own socks for gameplay (yuck!).
- No excessive force may be used in gameplay. This means no hitting, kicking, throwing items (other than designated socks), biting, tackling, or any other behavior that endangers you or another player.
- Bandanas must be worn at all times while on campus. Humans wear their bandanas around their arm and zombies wear them around their head.
- Non-players may not interact in the game, including spying or bringing materials, food, etc. to players.
- Tagging or shooting any non-player with a sock is prohibited.
- Players must register with SGCR in order to participate. You can register logging into http://nmsu.hvzsource.com/, or you can swing by the SGCR office and we will register you. No additional players will be allowed after midnight on October 20th. Participation is on a first-come, first-served basis and equipment is limited.

Humans

- Your goal is to stay human by avoiding getting infected (tagged) by a zombie.
- You must keep your Humans vs. Zombies ID card with you at all times.
- You can stun zombies and fend off a zombie attack by throwing a sock at them. The sock must leave your hand and make contact with some part of the zombie’s body in order to stun. A zombie is stunned for 15 minutes after the sock touches it, so you have plenty of time to run to safety. But beware, zombies often travel in packs and it is difficult to stun them all.
- If you do not retrieve your sock during the 15 minutes following stunning a zombie, the zombie may collect your sock to keep it from being used by you or another human. Zombies cannot use socks as a weapon against humans.
- If you are tagged by a zombie, you must surrender your ID card to the zombie immediately.
- Once tagged, you will become a zombie after one hour and will begin playing for the zombie team. This means that, after one hour, you must move your bandana from your arm to your head and begin infecting humans so you don’t starve to death!

Zombies
• Your goal is to infect as many humans as possible. If you go more than 48 hours without infecting a human, you will starve to death and be out of the game (although you can still cheer on your team and participate in the closing ceremony).

• You infect a human by tagging him/her. A tag is a firm touch to the arm, back above the belt, leg below the knee, or shoulder of a human. Inappropriate touching and excessive force are strictly prohibited.

• If a human shoots you with a sock, you are stunned for 15 minutes and cannot infect any humans during that time. If you are on your way to class or a meeting, you may continue to be in motion. You may not use shields (backpacks, etc.) with the exception of other stunned zombies.

• Zombies may not shoot humans with socks (it has no effect on them), but if a human does not retrieve his/her sock by the end of the 15-minute stunning period, the zombie is welcome to collect the sock so that it cannot be used by any other humans.

• Once you infect a human, he/she must surrender his/her ID card to you immediately. You must report your tag within 3 hours by visiting the HvZ website and clicking “report a kill” and also turning in the human’s ID card to an official moderator or the SGCR office in the Monagle Hall lobby. If the office is closed, you may slide the ID card under the door.

Safe Zones

• Humans vs. Zombies will not be played in any campus buildings or official areas. Residence halls/apartments (including interior courtyards), bathrooms, academic buildings, libraries, the Activity Center/Natatorium, Health Center, Aggie Memorial Stadium, the Pan Am, dining halls, and Corbett Center are all off limits.

• Game play is limited to campus only. Please do not carry play to businesses or areas outside of NMSU.

• A zombie must have both feet outside of a safe zone to tag a human. Humans can stun zombies from inside a safe zone.

• A human must have one foot outside a safe zone in order to be tagged by a zombie.

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
Wednesday, October 19th 7:00 p.m. in Aggie Forest

Game Play Days
Games commence one hour after the opening session until the closing ceremonies. Check the SGCR website each day for information on missions and plot progression.

Closing Ceremonies
Saturday, October 23rd at 1:00 p.m. in Aggie Forest
Refreshments will be served and the winning team will be announced. Oh yes, there will be giveaways.

Notes to Players

- We would love to see your photos of Humans vs. Zombies at NMSU! Please send photos to sgcr@nmsu.edu. Please note that any photos submitted may be used for promotional purposes (SGCR website or Facebook page, bulletin boards, advertising, etc.) so make sure all participants in your photos are willing to be photographed.
- Don’t forget to check out our trailer for HvZ on the SGCR website: www.nmsu.edu/~sgcr
- SGCR is on Facebook! Check us out: http://www.facebook.com/group.php?gid=2211522913&ref=search